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TONY HAWK'S PRO SKATER 3

OFFICIAL STRATEGY GUIDE

BY DOUG WALSH



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COVERS
PLAYSTATION® 2

TONY HAWK'S PRO SKATER™ 3
OFFICIAL STRATEGY GUIDE

By Doug Walsh

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Doug Walsh has been an active gamer and board sports participant for well over ten years—a pair of hobbies that recently came together in the authoring of strategy guides for many of the Activision 02 titles. When not stringing uber-long scoring lines together on the PS2, he can be found surfing his favorite breaks along the coast of North Carolina. Doug lives in Greenville, NC with his wife Kristin and their two dogs.



The Author's first ride

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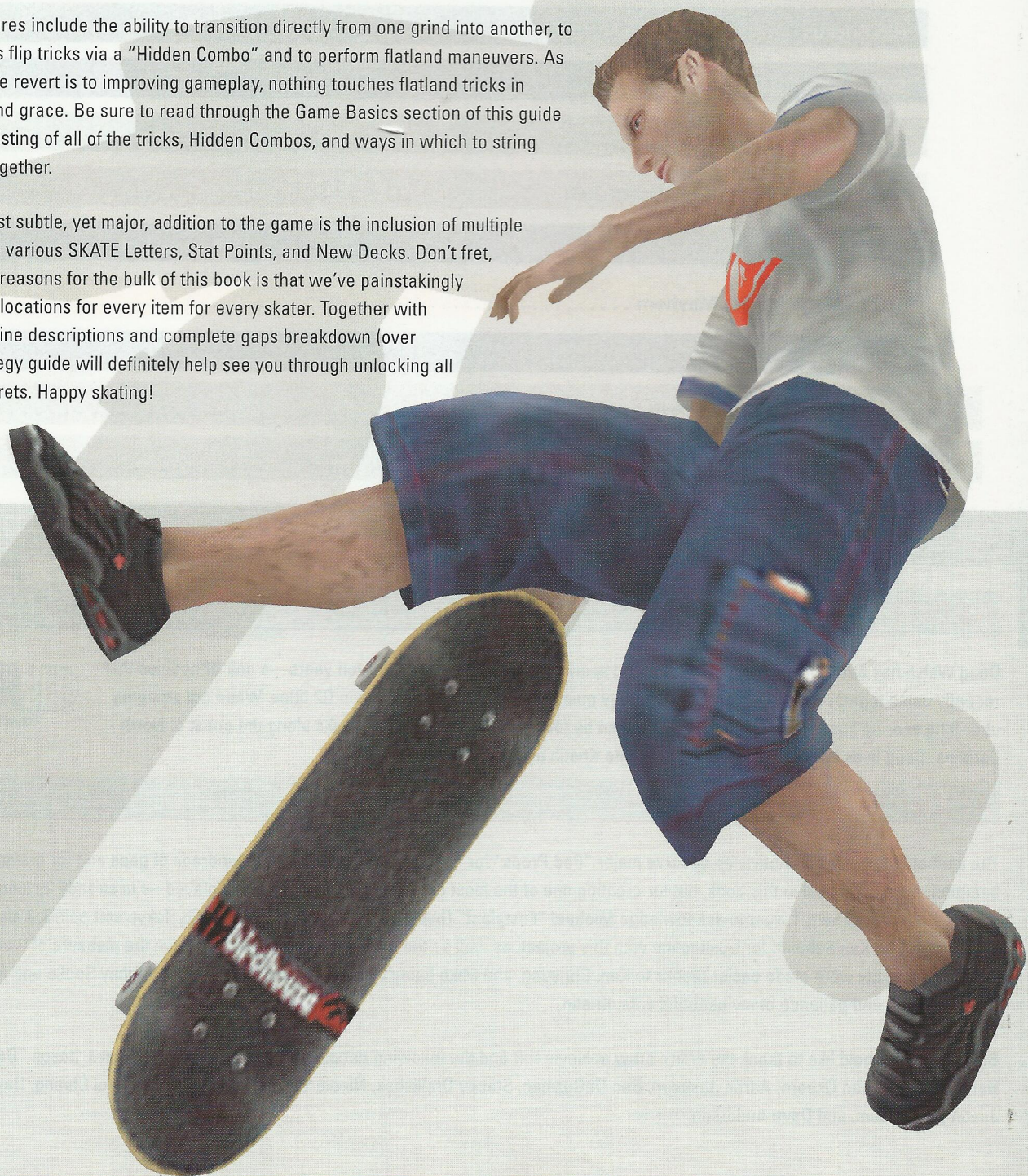
INTRODUCTION

Over the course of the past three years Neversoft and Activision have not only redefined the skateboarding genre with the Tony Hawk's Pro Skater series, but have managed to blow away their competition on so many levels that it's almost incomprehensible. Now with the third installment of the series, the first on a next-generation console, the creators of this storied franchise have once again outdone themselves. To say that *Tony Hawk's Pro Skater 3* is a bigger and better version of its predecessor is akin to saying that Einstein was just a bit smarter than his friends, or that the Road Runner was a touch faster than the Coyote. No, *Tony Hawk's Pro Skater 3* has elevated the series to unforeseen heights and it's a wonderful thing, indeed!

It should come as no surprise that this installment features larger levels, more beautiful (and gut-wrenching) animations, and a host of new and exciting Secrets to unlock. What is shocking, however, is that the developers have found areas in which to improve upon what many had considered to be perfect gameplay. The most groundbreaking addition is undeniably the revert. This slick landing trick allows skaters to incorporate vert ramps, bowls, and half pipes into their scoring lines. Thanks to the revert, it's now possible to mix "The 900" into the middle of a lengthy scoring line.

Other new features include the ability to transition directly from one grind into another, to combine various flip tricks via a "Hidden Combo" and to perform flatland maneuvers. As significant as the revert is to improving gameplay, nothing touches flatland tricks in terms of style and grace. Be sure to read through the Game Basics section of this guide for a complete listing of all of the tricks, Hidden Combos, and ways in which to string combinations together.

Perhaps the most subtle, yet major, addition to the game is the inclusion of multiple locations for the various SKATE Letters, Stat Points, and New Decks. Don't fret, one of the main reasons for the bulk of this book is that we've painstakingly mapped out the locations for every item for every skater. Together with proven scoring line descriptions and complete gaps breakdown (over 500!!), this strategy guide will definitely help see you through unlocking all twenty-plus secrets. Happy skating!



In keeping with the trend set by the second game in the series, *Tony Hawk's Pro Skater 3* is bigger, better, and more challenging than any game of its kind. Not only are the courses an order of magnitude larger, the gaps sketchier, and the moves more outrageous, but new features like the Revert and Network Play ensure that this is the best Pro Skater game to date!

Whether a complete newbie just learning how to ollie, or a seasoned veteran looking to learn about the Revert, this section of the guide has it covered.

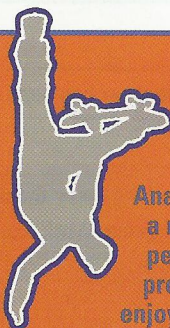
CONTROLS

DIRECTIONAL BUTTONS

Use to steer and rotate left or right when airborne. Also used in conjunction with the buttons to perform tricks.

LEFT ANALOG STICK

Same as Directional Buttons.



The choice between using the Directional Buttons or the Analog Stick is truly a matter of personal preference. Some enjoy the fluid control the Analog Stick affords, while others feel that inputting trick commands is easier with the Directional Buttons.

RIGHT ANALOG STICK

Rotate the camera, press to lock/unlock the camera in a particular position.

X BUTTON

Hold to gain speed and to set up for tricks. Release the button to ollie.

TRIANGLE BUTTON

Grind/plant tricks. Press along with the Directional Buttons when approaching a ledge or rail on an angle to perform a grind. Approach perpendicular to the lip of a ramp or elevated rail to plant. Examples are the 50-50 Grind, Nosegrind, and Footplant.

SQUARE/CIRCLE BUTTON

Flip/grab tricks. Press along with the Directional Buttons with some air under the skater. Some tricks can be held for additional points. Examples are the Hardflip, Melon and Stalefish.

R1 BUTTON

Rotate to the right while in the air. In the Options menu, it can also be set to rotate a skater one half spin with each tap.

L1 BUTTON

Rotate to the left while in the air. In the Options menu, it can also be set to rotate a skater one half spin with each tap.

R2 BUTTON

Tap to slide into or out of the Switch stance when on the ground. Also used to perform the Revert maneuver when landing on a vert ramp.

L2 BUTTON

Tap to shift the skater's stance into or out of Nollie position when on the ground. Use to perform the Revert maneuver when landing on a vert ramp.

START BUTTON

Pause the game and bring up the Pause Menu screen.

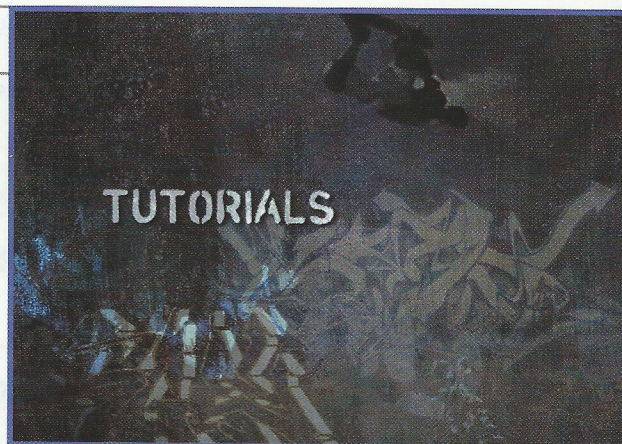


GAME MODES

Tony Hawk's Pro Skater 3 incorporates all of the gameplay modes from the previous Pro Skater games, and introduces the element of online play.

TUTORIALS

Not only is this a great way for first-time skaters to learn the ropes, but the lesson on the Revert is a must-see for everyone. The Tutorials provide interactive lessons that gradually progress in complexity from steering the skater all the way to linking tricks and earning multipliers.



SINGLE SESSION

Single Session Mode is a blend of Free Skate and Career Modes. Although there are no goals to meet, there are two minutes to score as many points as possible. Statistics are kept for each course in the following categories: Total Score, High Score, Longest Grind, Longest Manual, Longest Lip, Longest Combo, and Best Combo.

Single Session Mode is perfect for assembling the perfect two-minute timed run for courses unlocked in Career Mode. Note, however, that particularly high scores compiled in Single Session Mode will not count towards the scoring goals in Career Mode.

FREE SKATE

Free Skate Mode allows skaters to session any of the courses unlocked in Career Mode for as long as they see fit. The timer has been turned off, the goals have been put on ice, and the score nabbed with one combo is instantly replaced by the next.

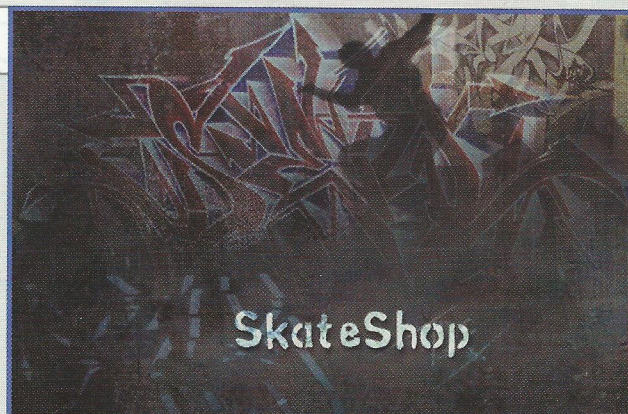
Free Skate Mode is perfect for learning how to navigate around a course, practicing the ultimate combination, and tracking down those elusive pumpkins! One of the best uses of Free Skate Mode is for seeking out all of the gaps that can be found throughout the game. Work them into scoring runs and then head to Career Mode to tackle the Sick Score!

Finally, *Tony Hawk's Pro Skater 3* provides the opportunity to adjust the abilities of skaters. Use Free Skate Mode to tinker with the settings and to find the perfect blend of street and vert-oriented stats to use on each of the courses.

CAREER MODE

Dreamt of becoming a pro skateboarder but don't like the idea of having a "frequent visitor" card at the local ER? Career Mode provides the chance to increase the Pro's stats, unlock new decks and courses, and even compete against the world's best skaters; all the while laughing at the injuries virtual skaters endure.

Fans of *Tony Hawk's Pro Skater 2* will immediately recognize the format of Career Mode: players complete goals and earn medals to unlock successive courses, videos, and secret skaters. This much hasn't changed. What has changed, however, is that the player no longer seeks out money to purchase new decks and abilities. Rather, New Decks and Stat Points are located throughout the individual courses. There are 9 courses in Career Mode: 6 goal-based courses and 3 competitions.



The six goal-based courses each have 9 tasks that must be completed in order to progress through the game. Although each course's objectives will be slightly different, there are several consistencies. For example, every course has a High Score, Pro Score, and Sick Score requirement. In addition, finding the letters that spell S-K-A-T-E and tracking down the Secret Tape are also common throughout all of the goal-based courses.

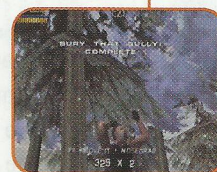


COME BACK FOR IT

The Sick Score goal is most often the hardest to meet. If after numerous attempts it isn't completed, move on to the next course and search for additional Stat Points. Once the skater's abilities have been boosted, return to the previous course and go nuts!



The other objectives involve performing a specific trick on a particular rail or ramp and interacting with the course and its inhabitants in a number of destructive ways.



Each run on a goal-based course lasts two minutes. Use the time to work on completing any number of objectives, as well as finding more Stat Points and New Decks.

WHAT THE...?

New to *Tony Hawk's Pro Skater 3* is the inclusion of multiple locations for the S-K-A-T-E letters. Depending on the skater being used, the letters will be in different locations. The locations of the Stat Points and New Deck also varies from skater-to-skater.

Items aren't the only things that change. Depending on the skater being used, the trick-specific goal for the course will also be different. For example, some skaters are told to "Cannonball over the Half Pipe" at The Foundry while the others are required to "50-50 TC's Rail".



COMPETITION COURSES

Competitions consist of three one-minute heats in which the ability to grind, trick, and remain upright is scored on a 100 point scale by a panel of five judges. The top two scores from the three heats will combine to give a final score.

Skaters need to win either the gold, silver, or bronze medal in order to unlock the next course. Although a bronze medal is only needed to advance the Career Mode and to eventually unlock the "Bails" video, three gold medals are required to unlock respective Pro Skater's featured video.

Those thinking they can just show up, ollie over the judges table and be on their way with some golden hardware hanging around their neck are sorely mistaken. Just like the pros vying for first place in a heated contest, obtaining a winning score takes a lot of practice, as well as a knowledge of which gaps to link together. Practice up in Free Skate or Single Session Mode and bring a well-rehearsed routine to the show.

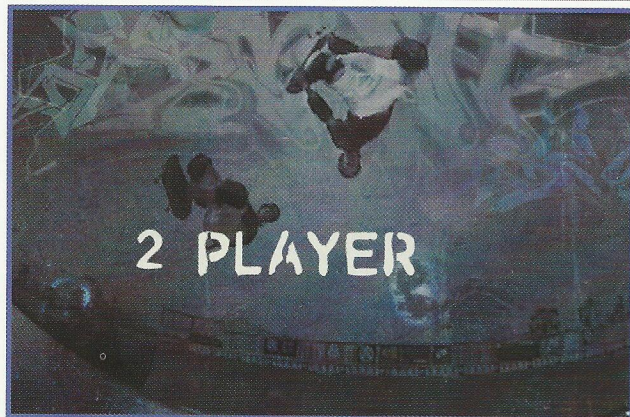


START, DOWN, X BUTTON

Yep, the Retry option in the Pause Menu. Don't move on to the second heat if the first one wasn't a keeper. Continue to restart the competition until kicking it off with a first-heat score of 93 or better. This way, there's still room for a throwaway heat in case of a mess up.

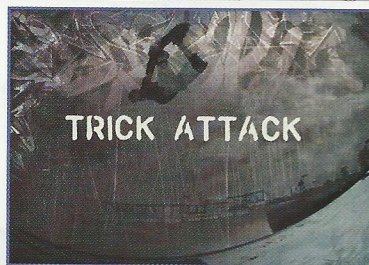


TWO PLAYER



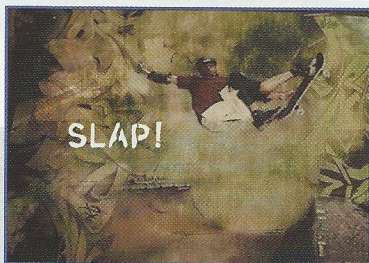
TRICK ATTACK

This is a Two Player version of the Single Session mode. Here, skaters compete against one another to see who can earn the highest score in the allotted time. Put a lengthy scoring run together and then set to the task of toppling your opponent. The number of points isn't what matters, only that you have more than the other guy.



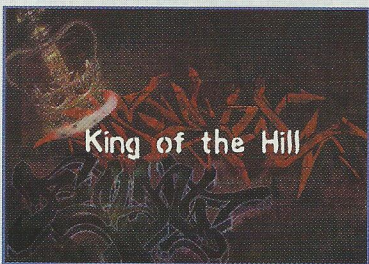
SLAP!

The object of this game is to get more knockdowns than the opponent. A knockdown is earned by crashing into opponents with more speed than they have. Trick to build up speed and look for a crash!



KING OF THE HILL

There's a crown out there, and the skater holding it longest wins this contest. An arrow appears over each skater's head indicating either the location of the crown, or the person wearing it.



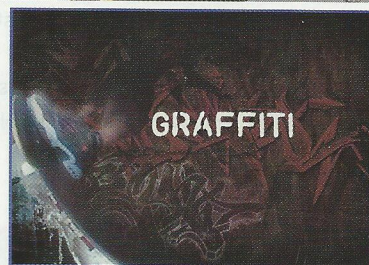
Skate into the unclaimed crown to start the clock. A collision with another skater turns control over to him or her. Go out of bounds on a course while wearing the crown and it moves to a random location on the level.

FREE SKATE

Grab a buddy, grab a controller, and get skating. This timeless mode of play allows for skaters to cruise the course, working on scoring lines simultaneously. This is a great mode for warming up before heading online or to one of the other game modes.

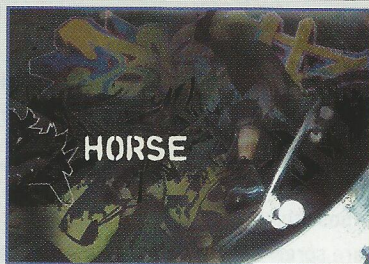
GRAFFITI

Graffiti mode tests the player's ability to perform completely awesome tricks on terrain found in the course. Each player will be assigned a color of "paint". Go big off of a particular ramp or Grind a lengthy rail to "tag" it in your color. Ramps, rails, ledges, etc. will display the color of the person who incorporated it into the highest scoring line of tricks. Players can steal tags from one another by scoring more points on a terrain than their opponent.



HORSE

Similar to the old backyard basketball game of the same name, Horse gives players the chance to take turns trying to one-up each other. Each player will have a handful of seconds to begin a scoring attempt that will end when he/she either bails or touches down on all four wheels. Players will alternate trying to outscore one another. Should someone fail to top a score that has been "set", he/she will get a letter. Whoever spells out the chosen word first is the big loser!



TRICK LISTS

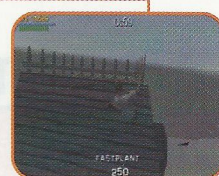
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Each of the Pro Skaters begins their career with his or her own personalized assortment of flip, grab, grind, lip, and Special Tricks. The player is free to swap any of these tricks with others of the same type (e.g. switch out Ollie North in favor of FS Shove-It), including Special Tricks. For each course that is completed in its entirety, an extra Special Trick Slot becomes available. By the time Career Mode is completed, the skater will have a total of 10 Special Trick Slots available.

The following tables outline all of the tricks in each group, including the number of points that are earned for pulling them off successfully. The point values represent the number awarded for "tapping" a trick for the first time in the Normal stance. The Scoring section of this chapter explains the point scoring system in greater detail.

OLLIE TRICKS

An ollie is the fundamental trick in skateboarding. The skater will leap into the air, simultaneously tapping the tail (or the nose in the case of a Nollie) to the ground to kick the board upward against the skater's feet. Doing so allows the skater to leap higher on ramps, onto rails to grind, and to do a host of other maneuvers. Simply put, it all begins with the ollie. The following variations of the ollie not only add style to a scoring line, but in the case of the Fastplant, can help add extra height to a jump.



Without a spin, the ollie alone is not worth any points as it is nothing more than a means to an end. A 180 ollie is worth 150 points.

All of the skaters have the entire assortment of ollie tricks at their disposal and, to make things easier, the commands are identical. The only difference is the name assigned to the trick in the case of the Beanplant, Boneless, and Fastplant.

SWITCH IT UP!

Performing a trick in the skater's "Switch Stance" will earn an additional 20% in points for that trick.



NAME	COMMAND	POINTS (NORMAL/SWITCH)
OLLIE	X	0/0
NOLLIE	X WHILE IN NOLLIE POSITION	200/NA
FAKIE OLLIE	X WHILE IN SWITCH POSITION	NA/240
NO COMPLY	UP + X	100/120
BEANPLANT/BONELESS/FASTPLANT	UP, UP + X	200/240
WALLIE	X WHILE WALLRIDING	250/300

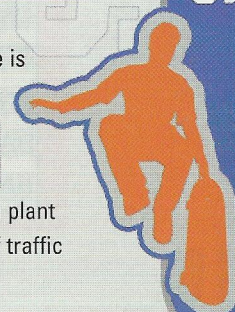
WALLRIDE

Wallrides are similar to grinds in both execution and scoring. When approaching a wall, ollie and hit Triangle to skate across the wall horizontally. Don't come in at a right (90 degree) angle or the skater becomes a pile of pain on the ground. The point value of a wallride is determined by how long the wheels stay in contact with the wall.

PLANTS

More of a bonus than an actual trick, plants are performed on vehicular objects located throughout some of the courses. Performing a plant requires hitting the topside of those objects with at least one set of wheels. For example, during the competition in Rio, Car Plant off of traffic for 400 points.

TRICK LISTS

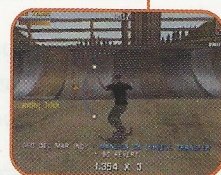


MANUALS

A manual is essentially a wheelie. The skater balances either on the front or rear wheels as a means of continuing a string of tricks. Oftentimes the manual is used as a means of "linking" a grind on one object to a grind on an object too far away to reach via an ollie. By tapping Up, then Down on the D-Pad as the skater is about to land from a jump or an ollie, or while rolling with all four wheels on the ground, the skater leans back on the tail and manuals along on the rear wheels. Tap Down, then Up on the D-Pad to nose manual. Pressing R2 while in a manual causes the skater to Pivot and change between a manual and a nose manual. Pivots are awesome multiple builders and can be triggered back to back.

Manuals may be a great way to link tricks over distances, but they require incredible balance. Pay attention to the balance meter that appears alongside the skater, as it indicates whether the skater is leaning too far in one direction. Tap Up and Down on the D-Pad to try to keep the indicator in the center.

There are numerous Special Manual tricks in *Tony Hawk's Pro Skater 3* that not only help to link tricks, but earn huge points in the process. Regardless what type of manual trick attempted, be sure to use them in between jumps and grinds as a way of chaining lengthy combinations together.

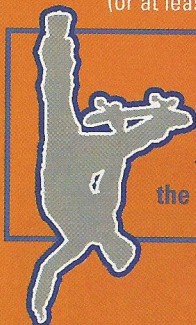


FLATLAND TRICKS

New for Tony Hawk's Pro Skater 3

Another type of trick making its debut in *Tony Hawk's Pro Skater 3* is the Flatland trick. Flatland tricks can be considered a variety of Special Manual as they allow for some distance to be covered, but they are really much more. These old school maneuvers can best be described as dancing. Rather than just keeping his or her feet on the grip tape, the skater works around the board, balancing on everything from the sides of the wheels to the underside of the trucks. Flatland tricks are highly stylized, indeed!

In addition to some of these tricks being included as stand-alone Special Tricks, all skaters have the ability to transfer directly out of most Special Manuals into a Flatland trick via the commands shown in the table below. Since Flatland tricks are primarily stationary (or at least close to it), they are perfect for tacking onto a lengthy chain right when the skater appears to be losing steam.



Flatland tricks bear a balance meter similar to manuals. Although the points they award are high, be sure to watch the meter and ollie out of the trick before bailing.

IT'S CALLED FLATLAND FOR A REASON

Even if it appears that the skater has plenty of speed as he or she slides across the ground in that Anti-Casper, avoid trying to ride it up a ramp or over a funbox. The resulting drop in speed and balance will likely ruin what could have been a valuable scoring line.



NAME	COMMAND
TRUCKSTAND	RIGHT, RIGHT + TRIANGLE
TRUCK SPIN	RIGHT, RIGHT + TRIANGLE, DURING TRUCKSTAND
TRUCKSTAND FLIP	LEFT + SQUARE, DURING TRUCKSTAND
TO RAIL	LEFT, LEFT + TRIANGLE
RAIL FLIP	LEFT + SQUARE, DURING TO RAIL
CASPER	RIGHT, LEFT + TRIANGLE
CASPER FLLIP	LEFT + SQUARE, DURING CASPER
ANTI-CASPER	LEFT, RIGHT + TRIANGLE
HANDSTAND	RIGHT, RIGHT + CIRCLE
HANDFLIP	LEFT + SQUARE, DURING HANDSTAND

Keep adding to the chain of flatland tricks by inputting a command for a different trick. The skater will transition to the new move (provided his or her balance isn't lost along the way) and the score gets a multiplier added to it.

REVERT

New for Tony Hawk's Pro Skater 3

One of the most exciting new features in *Tony Hawk's Pro Skater 3* is the Revert. Just as the introduction of the manual allowed for the linking of tricks across flatland sections of the course, the Revert allows for vert tricks to be linked. No longer are scoring lines restricted to rails, flatland, and kicker ramps. Quarter pipes, half pipes, and bowls are now fair game!

The Revert is nothing more than a landing trick. By tapping the R2 or L2 Button as the skater touches down on a vert ramp (or in a bowl), the skater powerslides 180 degrees. And while it may not look like much, this little maneuver buys time to transition into another trick! Go big off a quarter pipe, tap the R2 Button as the skater touches down on the ramp, and quickly execute a new trick. Keeping controller vibration active helps as the controller rumbles during the 'window' in which to perform the follow up trick.

The key to using the Revert effectively is to understand its limitations. For starters, the Revert will not allow a skater to link endless half pipe routines into one lengthy combination. The reason for this is speed. Every time the Revert is used, the skater suffers a significant decrease in speed. No speed equals no height, which means skater fall down and go boom. This isn't to say that one or two hits in the half pipe can't be linked together. They can, just be sure to mix in a grind so as to regain the speed that was lost.



In addition to the 100 points earned by landing a Revert, it serves as a very convenient multiplier to end scoring lines. Consider beginning and ending lengthy scoring chains with big jumps off of vert ramps followed by a Revert. Sandwich lengthy grinds and manuals with these jump-to-Revert combos to really milk the courses for all the points they're worth!

CHOICES, CHOICES...

Manuals are the safest follow up move to a Revert, but that doesn't mean they're the only choice. During the time the controller rumbles, any trick executed is added into the combo. Remember that Reverting reduces speed, so any trick used here needs to execute quickly. Also keep in mind that a manual can be executed after the trick out of the Revert. Head spinning with possibilities yet? Here's one more thing to consider. If a half pipe is narrow enough, it is possible to pull off a grab trick, Revert at the landing and launch into another big grab trick with no moves in between!



GRINDS

Grinds are a set of tricks that take place completely on objects or surfaces other than the street. A grind occurs when the skater slides the trucks or deck of the board along a rail, curb, ledge, or any other narrow object. Grinds not only make for a good source of points, but they enable the skater to cover distance during a trick. However, like the manual, the grind requires significant balance to master. Pay attention to the balance meter and aim to keep the indicator in the center! Any grind that contacts a surface for a split second registers as 'Kissed the Rail'.



The points earned for grind tricks are based on the distance it was held. Grinding a ledge from one side of a building to another will earn more points than simply grinding the length of a park bench. Incorporate grinds into your scoring lines, along with the manual and Revert, to really build up the score.

NAME

COMMAND

50-50	TRIANGLE
NOSEGRIND	UP + TRIANGLE
5-0	DOWN + TRIANGLE
BOARDSLIDE/LIPSLIDE	ROTATE THE BOARD PERPENDICULAR TO THE RAIL DURING APPROACH AND PRESS TRIANGLE
NOESLIDE/TAILSLIDE	LEFT OR RIGHT + TRIANGLE
SMITH/FEEBLE	DOWN/RIGHT OR DOWN/LEFT + TRIANGLE
CROOKED/OVERCROOK	UP/RIGHT OR UP/LEFT + TRIANGLE
NOSEBLUNTSIDE	UP, UP + TRIANGLE
BLUNTSIDE	DOWN, DOWN + TRIANGLE



HIDDEN COMBOS - GRINDS

New for Tony Hawk's Pro Skater 3

Skaters can now transition between grinds/slides without having to leave the rail. Use the table to determine which Hidden Combos area available from each type of grind/slide. Nose based tricks are: Nosegrind, Noseslide, Crooked, Overcrock and Noseblutslide. Tail based tricks are: 5-0, Tailslide, Smith, Feeble, Bluntslide.

STARTING MOVE	COMMAND	ENDING MOVE
50-50	UP + TRIANGLE	NOSEGRIND
	UP, UP + TRIANGLE	NOSEBLUNTSLIDE
	DOWN + TRIANGLE	5-0
	DOWN, DOWN + TRIANGLE	BLUNTSLIDE
NOSE BASED	UP, UP + TRIANGLE	NOSEBLUNTSLIDE
	UP, DOWN + TRIANGLE	CROOKED
	CIRCLE, CIRCLE	OVERCROOK
	SQUARE, SQUARE	NOSESLIDE
TAIL BASED	DOWN, DOWN + TRIANGLE	BLUNTSLIDE
	DOWN, UP + TRIANGLE	SMITH
	CIRCLE, CIRCLE	FEEBLE
	SQUARE, SQUARE	TAILSLIDE

LIP TRICKS



There will be no command input listing for lip, grab, flip and Special Tricks. The command input for each trick can be changed in the Edit Tricks menu.

Lip Tricks are similar to grinds, except the skater pauses on the rail instead of sliding horizontally across it. Lip Tricks not only require approaching the rail at a 90 degree angle (from below, typically), but they also demand

incredible balance and strength on the part of the skater. Avoid trying to hold Lip Tricks for more than a second or so until the skater has had significant increases in his or her Lip Trick ability. Finally, monitor the Balance Meter and tap Up or Down as necessary.



NAME	POINTS (NORMAL/SWITCH)
ANDRECHT INVERT	2500/3000
AXLE STALL	500/600
BS BONELESS	600/720
BLUNT TO FAKIE	500/600
DISASTER	800/960
EGGPLANT	900/1080
GYMNAST PLANT	1500/1800
VARIAL INVERT TO FAKIE	2000/2400
INVERT	2000/2400
FS NOSEBLUNT	500/600
NOSE STALL	750/900
FS NOSEPICK	900/1080
ONE FOOT INVERT	1500/1800
ROCK TO FAKIE	500/600
THE SWITCHEROO	2500/3000

HIDDEN COMBOS – LIP TRICKS

New for Tony Hawk's Pro Skater 3

Skaters now have the ability to transition most standing lip tricks and plants into a different move without having to leave the lip. Use the table to determine what moves are available.

STARTING MOVE	COMMAND	ENDING MOVE
STANDING LIP TRICKS	LEFT, LEFT + TRIANGLE	FOOPLANT
	RIGHT, RIGHT + TRIANGLE	AXLESTALL
	LEFT, RIGHT + TRIANGLE	DISASTER
	RIGHT, LEFT + TRIANGLE	NOSESTALL
PLANTS	LEFT, LEFT + TRIANGLE	ONE FOOT INVERT
	RIGHT, RIGHT + TRIANGLE	MUTE INVERT
	LEFT, RIGHT + TRIANGLE	GYMNAST PLANT
	RIGHT, LEFT + TRIANGLE	VARIAL INVERT TO FAKIE

FLIP TRICKS

NAME	POINTS (NORMAL/SWITCH)
------	------------------------

180 VARIAL	700/840
360 FLIP	500/600
360 VARIAL	900/1080
FRONT FOOT IMPOSSIBLE	500/600
FS SHOVE-IT	100/120
FINGERFLIP	800/960
HEELFLIP VARIAL LIEN	800/960
HARDFLIP	300/360
HEELFLIP	100/120
IMPOSSIBLE	100/120
INWARD HEELFLIP	350/420
KICKFLIP	100/120
OLLIE AIRWALK	500/600
OLLIE NORTH	500/600
POP SHOVE-IT	100/120
SAL FLIP	900/1080
VARIAL	900/1080
VARIAL HEELFLIP	300/360
VARIAL KICKFLIP	300/360

Flip tricks are one of the most commonly used tricks in the game, as they can be used in combination with a ground level ollie or when skying out of a half pipe. Flip tricks take place when the skater uses his or her hands or feet to flip the board while in the air. Some Flip tricks, like the Kickflip and Heelflip, can be done so quickly that their use is pervasive throughout nearly every scoring line. Other, more intricate, tricks such as the Sal Flip or Varial require much greater height than an ollie affords. A few flip tricks, such as the Kickflip, have altered animations when done in conjunction with a Nollie.



TRICK LISTS



Thanks to the relative simplicity of the Kickflip and Heelflip, there is seldom a reason for a plain ollie. And while the Variety Enforcing Points System may reduce the Kickflip's value to near nothing over the course of a run, Kickflipping into a grind boosts the multiplier, something an ollie will never do.

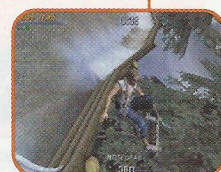
HIDDEN COMBOS - FLIP TRICKS

New for Tony Hawk's Pro Skater 3

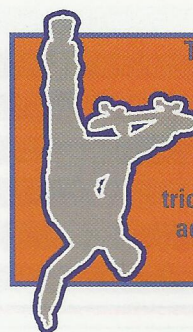
FS Shove-it, Heelflip, Impossible, Kickflip and Pop Shove-it share the property of being able to be executed multiple times in one trick. To do so, press the direction selected in the Edit Tricks menu and the Square button one time for the standard move, two times for the Double version, and three times for the Triple version. The value of the Double is 500 (600 while riding switch), and the Triple is worth 1000 (1200 while riding switch). A benefit beyond the increased value of the Double and Triple moves is that their point values decrease independently of the standard move. See 'Variety-Enforcing Point System' later in this section for more information.

GRAB TRICKS

Grab tricks represent the most difficult skateboard maneuvers, as the skater must be going big off a ramp or out of a bowl to even consider attempting one. As the name implies, Grab tricks occur when the skater reaches down and grabs a hold of a part of the skateboard. This concept has led to a lengthy list of highly stylized tricks first created by many of the Pros featured in this very game!



NAME	POINTS (NORMAL/SWITCH)
AIRWALK	400/480
BENIHANA	300/360
CANNONBALL	250/300
CRAIL GRAB	300/360
CROOKEDCOP	350/420
CROSSBONE	350/420
DEL MAR INDY	350/420
FS SHIFTY	500/600
INDY	300/360
INDY NOSEBONE	350/420
JAPAN	350/420
JUDO	800/960
MADONNA	600/720
MELON	300/360
METHOD	400/4800
MUTE	350/420
NOSEGRAB	300/360
ONE FOOT JAPAN	800/960
ROASTBEEF	300/360
ROCKET AIR	400/480
WRAP AROUND	700/850
SEATBELT AIR	350/420
STALEFISH	350/420
STIFFY	500/600
TAILGRAB	300/360
TUCKKNEE	350/420



The point values given represent the base score earned for tapping a trick. All grab tricks can be held for additional scoring.

The great thing about Grab Tricks is that they can be held for additional points. The dangerous thing about Grab Tricks is that they can be held for additional points. Although it's definitely ok to hold on to the board to squeeze some extra points out of an Airwalk or Method, be sure to let go before the skater begins to land. Holding onto the Circle Button for even a split-second too long can send the skater headfirst into the pavement!

HIDDEN COMBOS – GRAB TRICKS

New for Tony Hawk's Pro Skater 3

There are a handful of flip and grab tricks that can be combined. Perform a Benihana and then hit Up + Square to trick into a Behinana Fingerflip. Kickflip can change into two different tricks. Kickflip followed by pressing Left + Circle is a Kickflip to Melon. Kickflip followed by pressing Right + Circle is a Kickflip to Indy.



Tricks in **ORANGE** can be held for additional value.

When it comes to scoring big points with a single trick, look no further than the collection of Special Tricks available to your skater. The skater is able to assign and use any of these multiple-command tricks—provided the Special Meter is filled. Earn additional Special Trick Slots each time a skater completes all objectives on one of the six goal-based courses in Career Mode. Use the additional slots to assign any of these highly technical tricks to use at a later time.



AIR TRICKS

NAME	VALUE (REGULAR/SWITCH)
1-2-3-4	2500/3000
DOUBLE KICKFLIP MADONNA	1400/1680
360 HARDFLIP	1350/1620
540 FLIP	1450/1740
540 TAILWHIP	2000/2400
CASPER FLIP 360 FLIP	1500/1800
SLAMMA JAMMA	1750/2100
CHRIST AIR	1000/1200
DOUBLE KICKFLIP INDY	2000/2400
FS 540	4500/5400
FS 540 HEELFLIP	4500/5400
FINGERFLIP AIRWALK	1500/1800
GAZELLE UNDERFLIP	3500/4200
GHETTO BIRD	3500/4200
HARDFLIP LATE FLIP	1500/1800
THE JACKASS	1500/1800
JUDO MADONNA	1250/1500
KICKFLIP BACKFLIP	4500/5400
KICKFLIP SUPERMAN	1500/1800
KICKFLIP ONE FOOT TAIL	1100/1320
KICKFLIP UNDERFLIP	1500/1800
CROOK BIGSPIN CROOK	1350/1620
MCTWIST	5000/6000
MISTY FLIP	5000/6000
NOLLIE FLIP UNDERFLIP	1400/1680
PIZZA GUY	1500/1800
QUAD HEELFLIP	1350/1620
SACKTAP	1500/1800
STALEFISH BACKFLIP	4500/5400
STALEFISH FRONTFLIP	4500/5400
THE 900	6500/7800



GRINDS

NAME	POINTS
BIG HITTER II	VARIES
COFFIN	VARIES
CRAIL SLIDE	VARIES
CROOK BIGSPIN CROOK	VARIES
DARKSLIDE	VARIES
FANDANGLE	VARIES
GHETTO BLASTIN'	VARIES
LAYBACK SPARKS	VARIES
5-0 OVERTURN	VARIES
HANDSTAND 50-50	VARIES
HANG TEN NOSEGRIND	VARIES
HUMAN DART	VARIES
HURRICANE	VARIES
NOSELIDE LIPSLIDE	VARIES
NOSEGRIND TO PIVOT	VARIES
ROWLEY DARKSLIDE	VARIES
SALAD GRIND	VARIES
TAILBLOCK SLIDE	VARIES

MANUALS

NAME	POINTS
ANTI CASPER	VARIES
CASPER	VARIES
HANDSTAND 360 HAND FLIP	VARIES
HANDSTAND	VARIES
HANDSTAND DOUBLE FLIP	VARIES
ONE WHEEL NOSEMANUAL	VARIES
PRIMO	VARIES
REEMO SLIDE	VARIES
SPROING	VARIES

LIP TRICKS

NAME	POINTS
BS NOSE COMPLY	VARIES
BIGSPIN FLIP TO TAIL	VARIES
DARK DISASTER	VARIES
THE H TEETH SWEEPER	VARIES
ONE FOOT BLUNT	VARIES
RUSSIAN BONELESS	VARIES

SCORING

The ability to score large quantities of points is an integral part in succeeding at *Tony Hawk's Pro Skater 3*. However, completing that Sick Score goal requires a lot more than simply repeating the Sal Flip over and over. Not only are tricks worth progressively less each time they are performed, but many other factors such as riding "Switch", linking tricks for multipliers, spinning, etc. all affect the amount of points that are earned. This section breaks down each of the different factors that control how many points are earned.

RIDING SWITCH

Although riders will always be stronger in their "Normal" stance, whether it be Regular-footed (left foot forward) or Goofy-footed (right foot forward), expert riders can perform nearly all of the tricks in their repertoire in what's called a "Switch" stance. A rider is said to be riding Switch when he or she is riding in the opposite stance of what he or she is used to. The word "Switch" appears in the upper right-hand corner of the screen whenever the skater is in the Switch stance. Since this is more difficult, performing tricks while in the Switch stance is worth an additional 20% in terms of points.



MULTIPLIERS

No matter how many times the skater lands The 900, the Sick Score will forever remain out of reach without the ability to link tricks and gaps together for multipliers. Simply put, for every trick that is done without the board touching down, an additional multiplier is added. Every time another trick is done or another Gap is hit, the multiplier grows by one. Should the skater eventually touch down without bailing, the total points for the string of tricks will be multiplied by the number of tricks and gaps completed.



Being able to link tricks with manuals, Reverts, and grinds is of extreme importance in building up a huge multiplier. Practice incorporating a couple of Gaps into each combination and scoring 200,000 points per chain will be a common occurrence.

SPINNING

One of the easiest ways to ramp up the points you earn for completing tricks is to add rotation. Granted, a 720 Rocket Air is significantly more difficult to land than a straight Rocket Air, but the opportunity to raise the points earned by a factor of four is hard to ignore. Although the bonus increases for every 180 degrees of rotation, be sure to come out of the spin before striking the ground.

SPINNING MULTIPLIERS

180	1X TRICK SCORE
360	2X TRICK SCORE
540	3X TRICK SCORE
720	4X TRICK SCORE
900	6X TRICK SCORE

SPINNING AROUND

There are two ways to spin while in the air. Either press the D-Pad to the left or right, or use the shoulder buttons. Generally, using the shoulder buttons is a better idea since not all tricks include a directional input to the left or right. Of course, always go with the method that is most comfortable.



GAPS

Each of the courses in *Tony Hawk's Pro Skater 3* has dozens and dozens of gaps that can be found. Gaps are bonuses that are awarded for completing a specific type of trick involving a piece of the environment. Many Gaps require the skater to transfer between two ramps, grind a particular series of rails, or Manual along a set ledge. Gaps not only add points to the score, but can be used to build the multiplier as well.

VARIETY-ENFORCING POINTS SYSTEM

FIRST TIME A TRICK IS LANDED	100%
SECOND TIME	75%
THIRD TIME	50%
FOURTH TIME	25%
FIFTH TIME	10%

Percentages are based on the original point value for the trick. All tricks performed more than five times are worth 10% of the original score. The points for tricks decline independently between Normal and Switch stances.



THE PROS

TONY HAWK

STEVE CABALLERO

KAREEM CAMPBELL

RUNE GLIFBERG

ERIC KOSTON

BUCKY LASEK

BAM MARGERA

RODNEY MULLEN

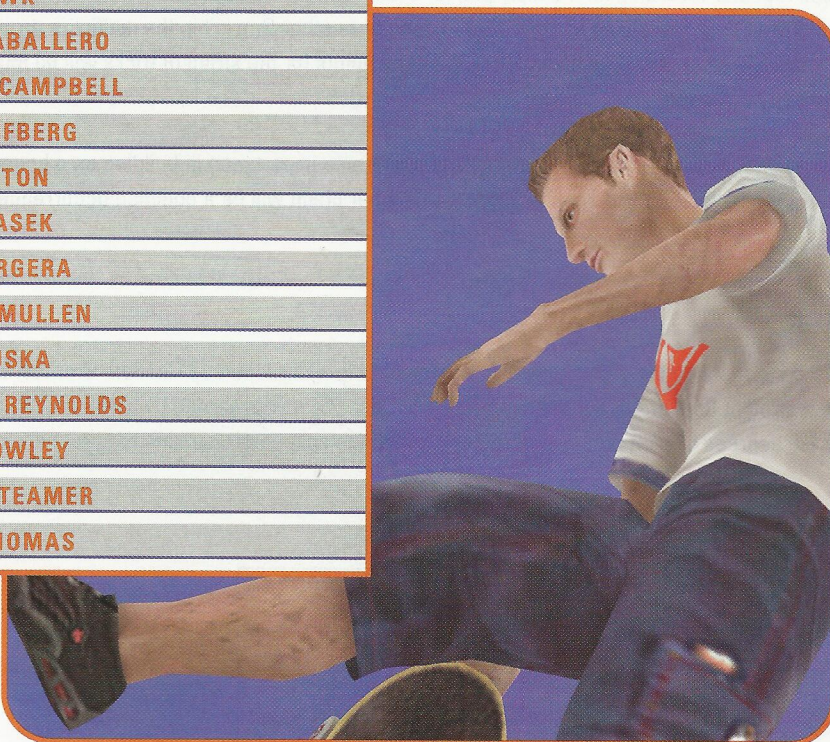
CHAD MUSKA

ANDREW REYNOLDS

GEOFF ROWLEY

ELISSA STEAMER

JAMIE THOMAS



TONY HAWK

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

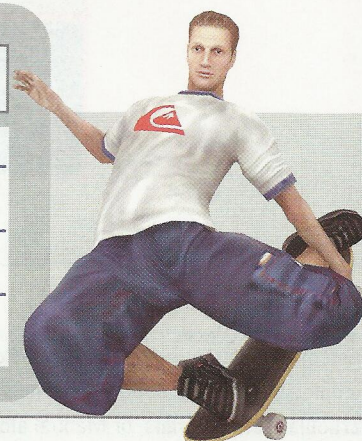
SIGNATURE TRICKS

5-0 Overturn

1-2-3-4

The 900

Double Kickflip Indy



SKATEBOARD DECKS



STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
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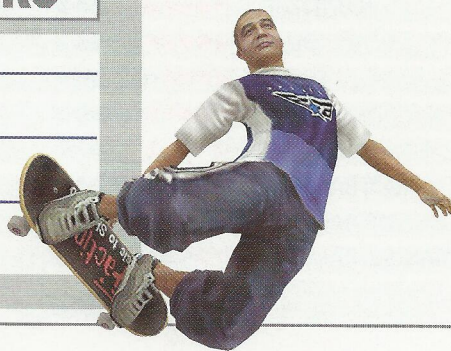
SIGNATURE TRICKS

Kickflip Superman

FS 540

Hang Ten Nosegrind

Handstand 360 Hand Flip



SKATEBOARD DECKS



KAREEM CAMPBELL

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
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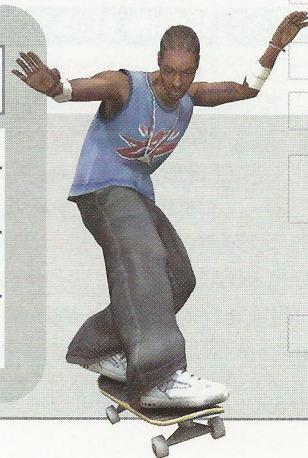
SIGNATURE TRICKS

Ghetto Bird

Kickflip Backflip

Reemo Slide

Nosegrind to Pivot



SKATEBOARD DECKS



RUNE GLIFBERG

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
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LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

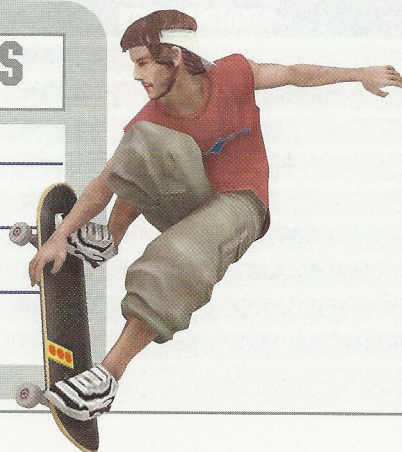
SIGNATURE TRICKS

Double Kickflip Madonna

Christ Air

Crail Slide

One Foot Blunt



SKATEBOARD DECKS



ERIC KOSTON

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
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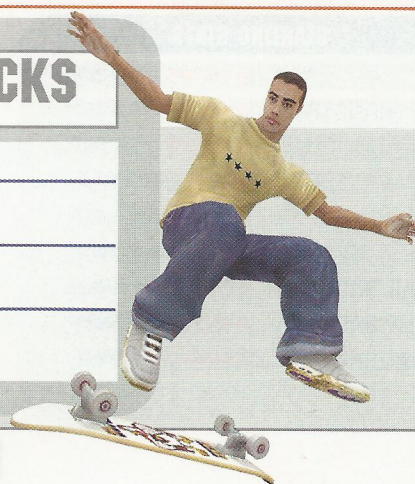
SIGNATURE TRICKS

Fandangle

Slamma Jamma

Stalefish Backflip

Pizza Guy



SKATEBOARD DECKS



BUCKY LASEK

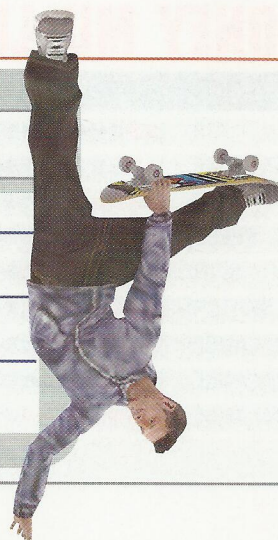
21

STARTING STATS

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OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

- Big Hitter II
- Fingerflip Airwalk
- Misty Flip
- FS 540 Heelflip



SKATEBOARD DECKS

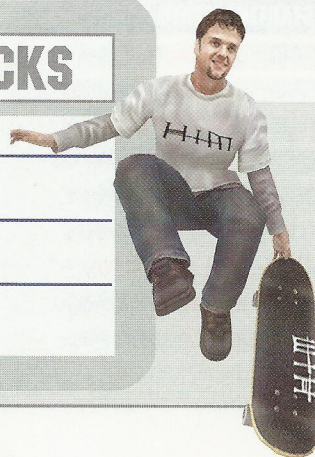


BAM MARGERA

AIR:	●●●●●●●●
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OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

- 540 Tailwhip
- The Jackass
- Human Dart
- Russian Boneless



SKATEBOARD DECKS



THE PROS



RODNEY MULLEN

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Gazelle Underflip

Truckstand

Anti Casper

Handstand Double Flip



SKATEBOARD DECKS



CHAD MUSKA

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
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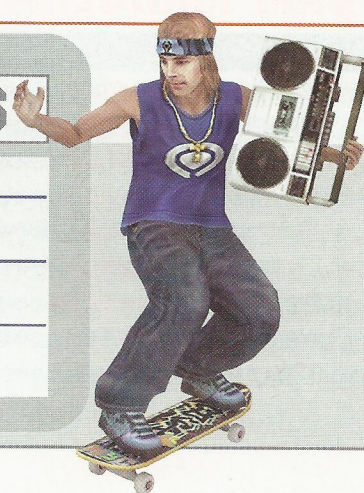
SIGNATURE TRICKS

Handstand 50-50

BS Nose Comply

Tailblock Slide

Ghetto Blatin'



SKATEBOARD DECKS

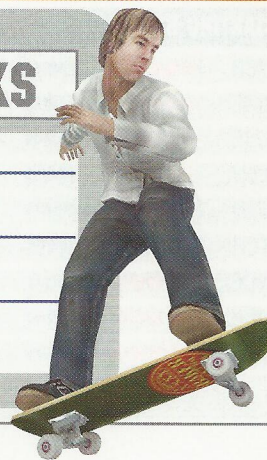


STARTING STATS

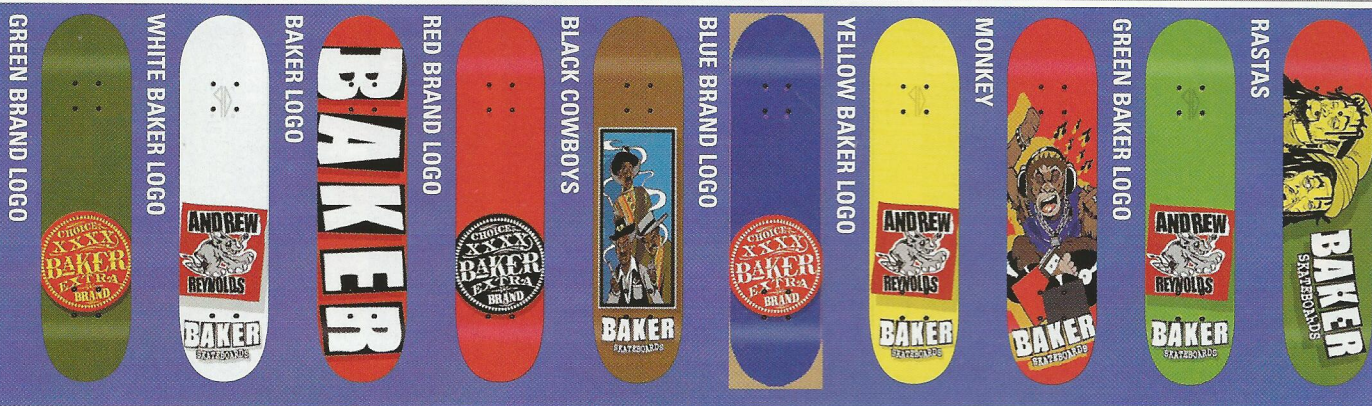
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SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

- Dark Disaster
- Hardflip Late Flip
- Noseslide Lipslide
- Quad Heelflip



SKATEBOARD DECKS



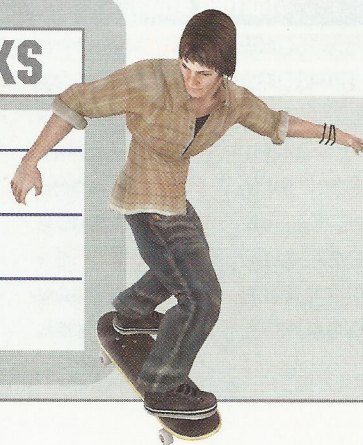
GEOFF ROWLEY

STARTING STATS

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HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

- Rowley Darkslide
- Casper Flip 360 Flip
- The H Teeth Sweeper
- Sproing



SKATEBOARD DECKS



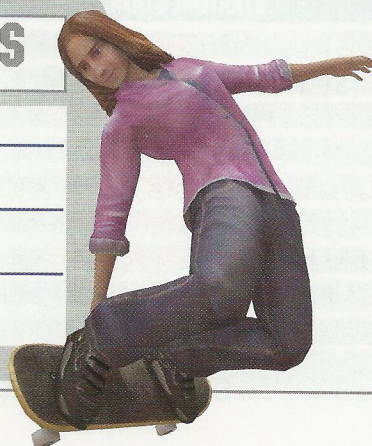
ELISSA STEAMER

STARTING STATS

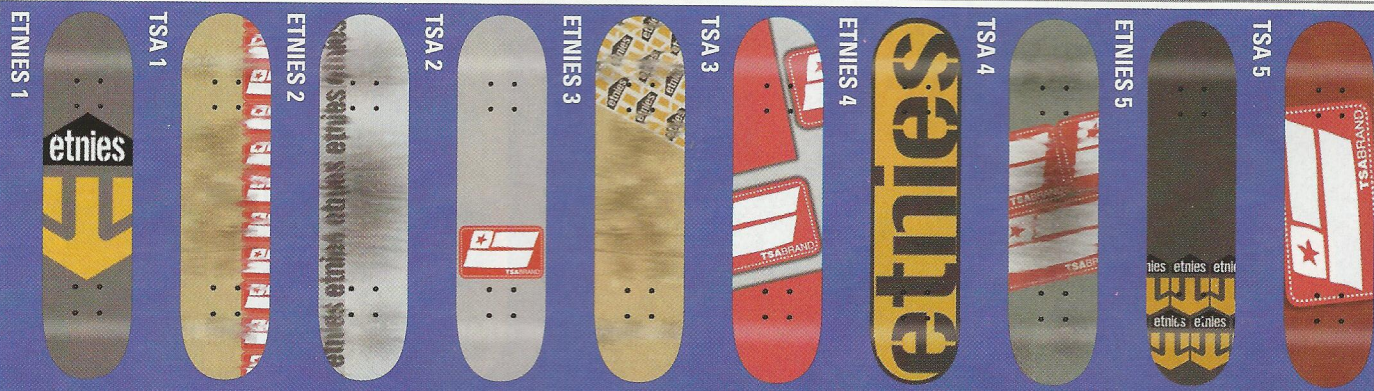
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OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Coffin
Primo
Big Spin Flip to Tail
Judo Madonna



SKATEBOARD DECKS



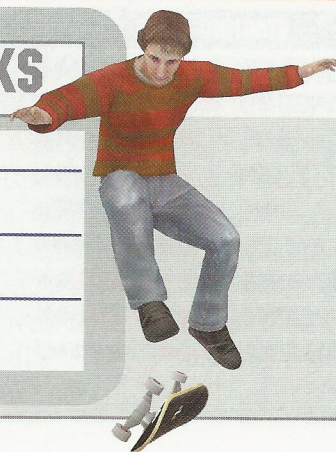
JAMIE THOMAS

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Crook BigSpin Crook
One Wheel Nosemanual
360 Hardflip
Layback Sparks



SKATEBOARD DECKS



FOUNDRY

PG: 26

**CANADA**

PG: 40

**RIO**

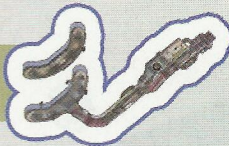
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**SUBURBIA**

PG: 68

**AIRPORT**

PG: 84

**SKATER ISLAND**

PG: 100

**LOS ANGELES**

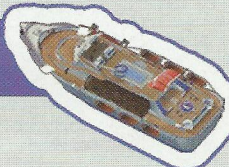
PG: 112

**TOKYO**

PG: 128

**CRUISE SHIP**

PG: 146

**THE COURSES**

SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

VALVES



SECRET TAPE



THE FOUNDRY

UNLOCKED AT THE START OF CAREER MODE.

COURSE GOALS

Get a High Score: 10,000 points

Get a Pro Score: 30,000 points

Get a Sick Score: 60,000 points

Collect S-K-A-T-E

Get the Secret Tape

Cannonball Over the Half Pipe
-or- 50-50 TC's Rail

Soak the Foreman

Grind the Molten Bucket

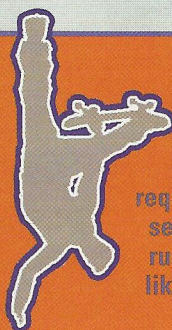
Un-Jam 5 Valves

COURSE OVERVIEW

The Foundry has all the elements of a hardcore skate park: cold steel rails and concrete vert ramps are everywhere. This industrial playground features a half pipe, miles of handrails and edges, numerous quarter pipes, and even a suspended catwalk for those skaters looking to risk one of their nine lives. Speaking of risking a life, there's even a tank of molten ore to transfer for those feeling up to the challenge.

Not only have the workers not retired for the day, but they're busying themselves throughout the plant. As if the occasional hardhat wasn't enough to dodge, keep an eye out for the machinery in operation. Pressing machines, oversized buckets of molten ore, and large cooling tanks can definitely bring a lengthy combo to an abrupt halt. However, after helping the workers with a minor valve problem, they just might open an otherwise off-limits area for shredding.

SCORING LINES



The Scoring Lines section highlights the areas of each course that hold the best point-scoring opportunities. For help with meeting the Sick Score requirement, turn to the "Ill Scoring" section. It has a detailed, step-by-step, run down for assembling a very Hawk-like, high-scoring, trick combination.

Don't get too comfortable with the compact design of The Foundry—it is most definitely not the norm in *Tony Hawk's Pro Skater 3*. Lengthy trick combos are possible on nearly every rail and ramp with little travel time in between.

FOUND
ND
RY



Start things off by rolling down the right-hand ramp and use the momentum to trick over the half pipe for the **Over the Pipe!** gap. Land in a manual and head up the ramp on the right to stall on top of the water tank to score the **Edge O' The Tub Extension** gap. Revert out of the stall on the way down and quickly manual back towards the pipe for one more trip **Over the Pipe!**

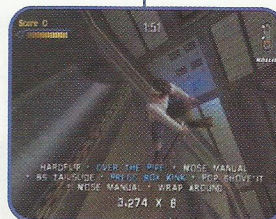


Navigate to the rear of the Foundry and climb the ramps towards the Molten Operation office. Grind the handrail on the way up the right-hand walkway and trick into a grind on the back ledge near the windows. Continue grinding the edge and ollie over the stairs for the **Stair Steppin'** gap. Trick off the ledge and Manual down the ramp towards the rusty tanks. Air off the ramp to handplant atop the tanks for the **Furnace Row Extension** gap. Revert off the vert ramp during the landing to add yet another multiplier to the combo.

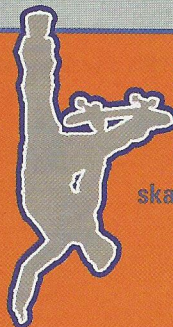


ILL SCORING

Want to get the Sick Score in the first 20 seconds? Roll down the center ramp at the beginning and Hardflip or Finger Flip across the half pipe for the **Over the Pipe!** gap. Land in a manual and transition into a grind on the right-hand rail straight ahead for the **Press Box Kink** gap. Manual into the vert ramp straight ahead and throw down a Wrap Around or other semi-big trick. Revert out of the landing and manual into a grind on the other rail. Hold the grind for the **TC's Rail** gap, Manual off the rail towards the half pipe and double up on the **Over the Pipe!** gap.



COLLECT S-K-A-T-E



Unlike in the previous Pro Skater games, Tony Hawk's Pro Skater 3 contains alternate locations for each letter. The locations depend on which skater in use.

HAWK, CLIFBERG, MARGER, REYNOLDS, THOMAS

Hovering above the vert ramp on the side of the tanks nearest the starting point.



Above the vert ramp under the right-hand fan. The fans are adjacent the half pipe, below the starting point.



On the opposite side of the pressing machine as the control booth. Grind the lower ledge under the foreman.



Above the handrail that wraps around the molten operations area.



In the same position as S, but on the side of the tanks nearest the molten operations area.



CABALLERO, KOSTON, MULLEN, ROWLEY

Cross over the half pipe and steer towards the vert ramp at the base of the cooling tank where the foreman is. The S hovers above the edge of the tank; use the vert ramp to get it.



Above the vert ramp under the left-hand fan. The fans are adjacent the half pipe, below the starting point.



Atop the handrail nearest the pressing machine, on the side of the room with the tanks. It is positioned right above the worker's booth.



Found above the handrail that wraps around the molten operations area.



Head up to the platform where the tank of molten ore is. Boost an air off the kicker to the left of the tank to grab it.



CAMPBELL, LASEK, MUSKA, STEAMER

S hovers above the center of the half pipe. Leap off the kicker on the floor above the half pipe to grab it.



On the opposite side of the pressing machine as the control booth, grind the upper green ledge behind the foreman.



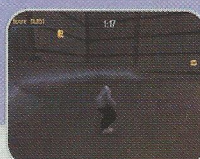
Transfer the quarter pipes flanking the tank of molten ore.



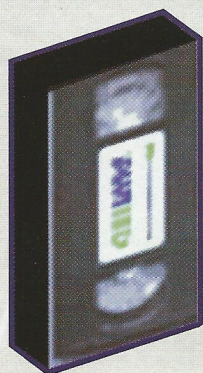
Grind the rail atop the handrail nearest the furnace tanks.



Turn to the left at the starting point and use the vert ramp to grab the E.



GET THE SECRET TAPE



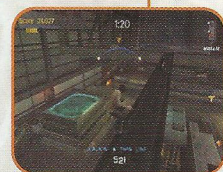
BETTE WOULD DIG IT

Grabbing the Secret Tape involves skying up to a hard to reach balcony. Help put some wind beneath the skater's wings by using Stat Points found early on to increase the Air, Hang Time, and Speed stats.

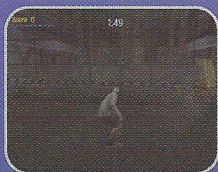


The Secret Tape sits high above the floor on a beam running lengthwise across the room. Getting to the Secret Tape requires some careful grinding, and some pretty decent ups for this early in the game.

Cross over to the Molten Operations area and trick off the banked walls flanking the control room. Once the Special Meter is full, sky off the banked wall into a grind on the ledge high above. Pick up some speed off the quarter pipe against the wall on the balcony and then leap off the edge for either of the suspended platforms. Just beyond these concrete slabs is the beam with the Secret Tape. Leap towards the center of the room and land in a grind on the beam to pick up the Secret Tape.



USE THE BACK DOOR



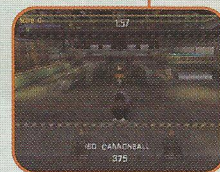
There is an alternate way to reach the Secret Tape. Follow the catwalk to the glass-encased observation area and pause in the center of the platform facing the beam with the Secret Tape. Ollie off the small ramp into a grind on the beam for the **Walkin' A Thin Line** gap and hold it for the Secret Tape.



CANNONBALL OVER THE HALF PIPE

Hawk, Caballero, Glifberg, Lasek

Gain some speed tricking off the vert ramps near the large exhaust fans and boost off the kicker at the top of the half pipe. Do a Cannonball while clearing the sunken half pipe to knock off the **Over the Pipe** gap and this objective in one shot.



50-50 TC'S RAIL

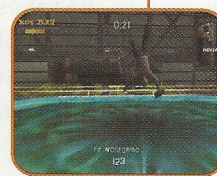
Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas

Next to the control booth of the pressing machine is a narrow elevated walkway. Grind the outside handrail for the **TC's Rail** gap, but make sure to use the 50-50 flavor.



SOAK THE FOREMAN

Head up the walkway to the cooling tank and grind the outer handrail near the foreman. Grinding across the hoist's control panel makes it swing wildly to knock the foreman, clipboard and all, right into the tank of water.

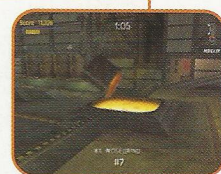


GRIND THE MOLTEN BUCKET

Every several seconds, a large bucket of Molten Ore slides out along an overhead track and pour its contents into the hot tub on the far side of the area. Trick off the ramps near the Molten Operations room to boost the Special Meter and wait for the Bucket to move in to position and begin pouring. Hit the tiny ramp at the edge of the tank of ore to pop up into a grind on either of the short rails on the sides of the Molten Bucket.



Grind off the edge of the rail to disrupt the system and cause the Bucket to splash down in the liquid hot magma below.



UN-JAM 5 VALVES

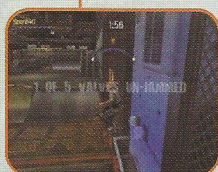


BLUE LIGHT SPECIAL

A red blinking light indicates valves that remain jammed; the light turns blue with a successful grind across it.



From the starting point, head down the ramp on the right. The first jammed valve is just before the half pipe.



Circle around the back half of the room over the molten operations office and grind the valve on the way down the walkway.



Head up the ramp to the walkway above the cooling tank. The next valve is on the wall across the tank from the foreman.



Move past the tanks towards the half pipe. There is a worker about to pop a vein from trying to loosen the valve on the far side of the half pipe. Come on "skater dude", give the man a hand.

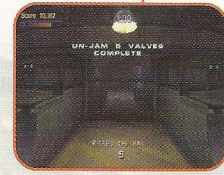


Stick to the right-hand side, past the cooling tank and head to the molten operations area. Halfway up the ramp is another valve.



SECRET AREA: GENERATOR CORE

Un-jamming all 5 Valves opens up the generator core, a secret area behind the closed door near the starting point. Go up to the top of the spiral and try to manual or grind the entire way down. The bottom of the core is scooped out like a bowl. Trick off the walls to boost the Special Meter, and altitude. Lip trick for big points!



STAT POINTS



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

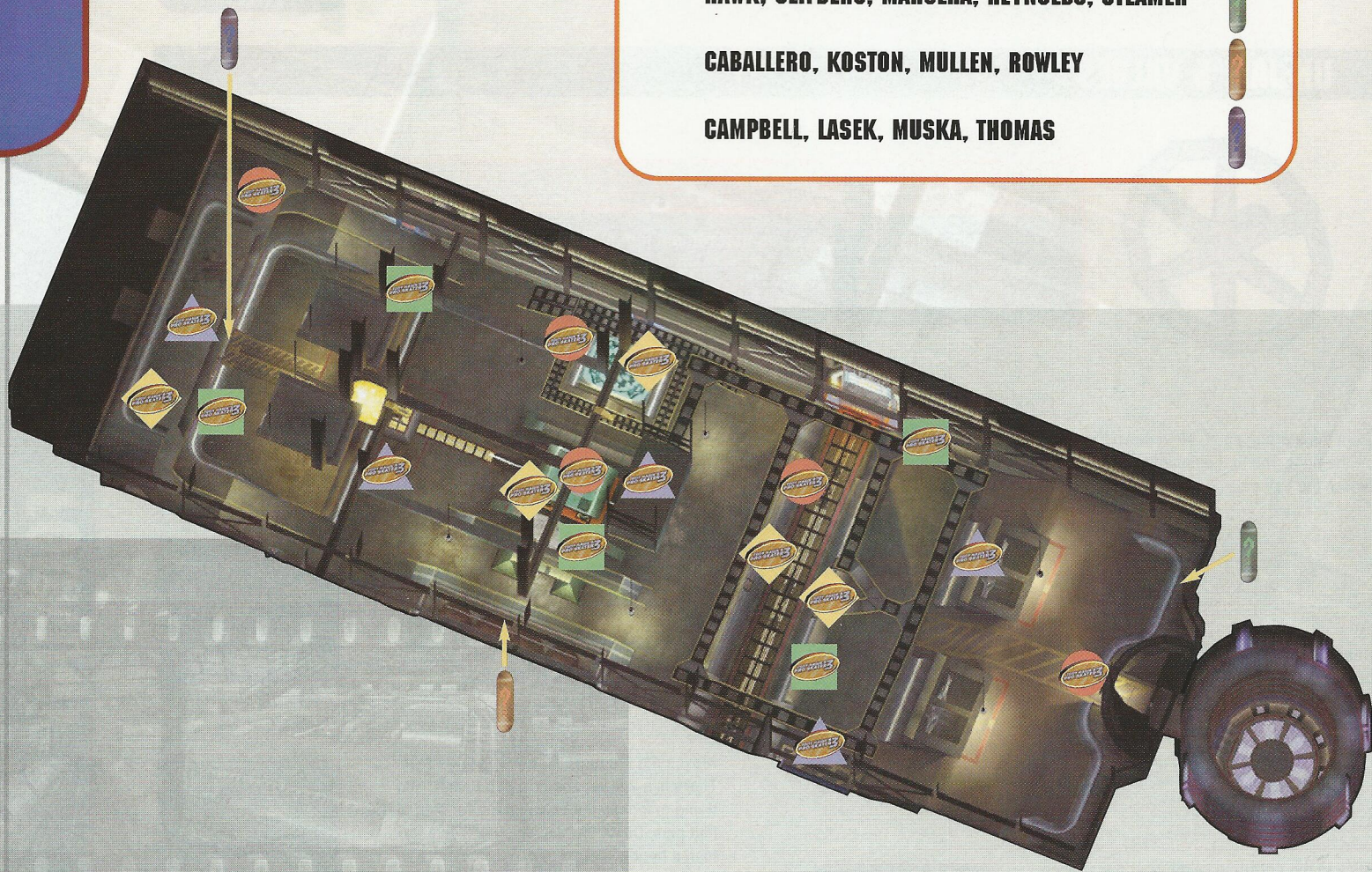
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS





**HAWK
KOSTON
MUSKA
THOMAS**



Hit the kicker to the right of the starting point to pop up onto the catwalk. Grind the handrail to the first turn to find a Stat Point.



Next to the workers operating the pressing machine is another Stat Point. Either skate through it or grind the handrail nearest it to grab it.



Hovering above the half pipe near the worker struggling with the jammed valve.



Just left of the molten operations office. Launch off the banked wall to snag it.



High above the cooling tank, on the ductwork. Leap from the balcony above the Molten Operations office onto the left-hand platform. From there, leap into a grind on the ductwork.

**CABALLERO
LASEK
REYNOLDS**



Above the half pipe, across from the worker at the valve. Launch out of the half pipe to snag this Stat Point.



Suspended above the edge of the cooling tank, facing the molten operation. Sky off the vert ramp at the base of the tank to snatch it.



Follow the directions for finding the Secret Tape. Once on the balcony above the molten operations room, head to the far right side and launch off the quarter pipe to pick up the Stat Point.



There's a Stat Point hovering above the pressing machine in the center of the room. Use the green ramps adjacent the control booth to ollie off of while angling towards the press.



Suspended above the starting point is another Stat Point. Transfer the hips flanking the door to pluck this treat out of the air.

**CAMPBELL
MARGERA
ROWLEY**



Behind the molten operations office, atop the platform, is a Stat Point.



Above the vert ramp under the left-hand fan. The fans are adjacent the half pipe, below the starting point.



Use the kickers near the starting point to Ollie onto the catwalk on the left. Grind the outer rail to pick up the Stat Point.



Hovering above the quarter pipe to the left of the tank of molten ore.



Get on the catwalk above the floor and follow it to the glass-encased observation deck.

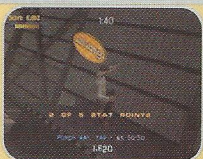
**GLIFBERG
MULLEN
STEAMER**



Well above the half pipe, just under the catwalk, is a Stat Point. Either grind the handrail near the worker and leap off the catwalk towards it, or sky up to it from the half pipe.



Wait for the pressing machine to open and then grind the metal beams extending towards it. Ollie over the hole to grab the Stat Point.



Follow the directions for finding the Secret Tape. Once on the balcony above the molten operations room, head to the far left side and launch off the quarter pipe to pick up the Stat Point.



Next to the worker on the catwalk. Use the kickers near the starting point to leap to the catwalk and follow the pathway towards the worker above the half pipe.



Sitting on the edge of the cooling tank. Skate up the walkway and grab it.



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



Turn to the right at the starting point and launch off the vert ramp to grab the New Deck hovering above the floor.



CABALLERO, KOSTON, MULLEN, ROWLEY



Head to the molten operations area and boost off the quarter pipe to the handrail on the balcony above. Carry the grind towards the center of the room to grab the New Deck.



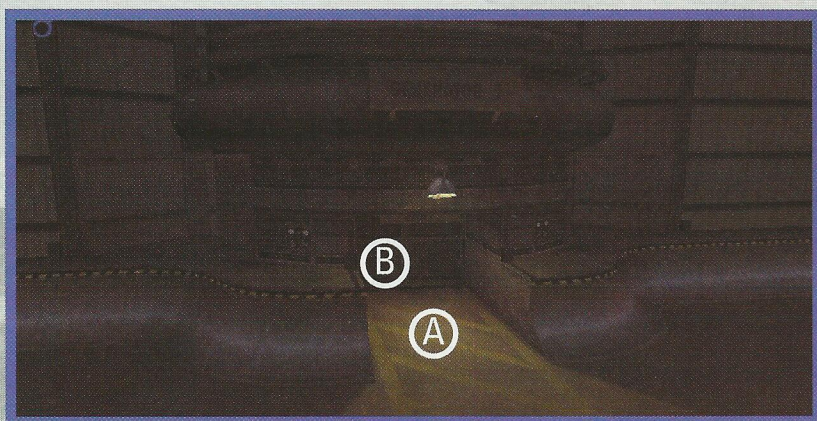
CAMPBELL, LASEK, MUSKA, THOMAS



Use the ramp near the furnace tanks to leap into a grind on the steel pipe atop the tanks. Grind the pipe towards the New Deck.



GAPS (47)



A GENERATOR HOP 250 PTS

Transfer the banked walls outside the entrance to the generator core.

A GENERATOR TRANSFER 500 PTS

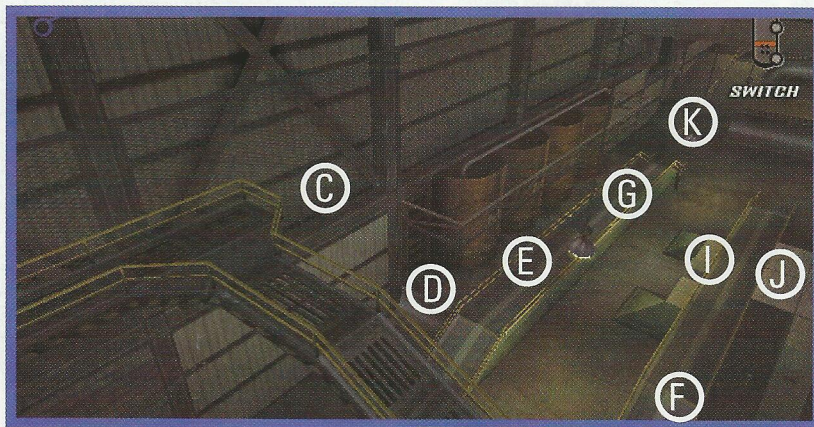
Air across the gap that divides the curving ramps behind the starting point.

B LOW CURRENT WALKWAY LIP 250 PTS

In the room opened up after unjamming the five valves, launch up from the base of the room to a lip trick on the second level of the spiral walkway.

B HIGH VOLTAGE WALKWAY LIP 750 PTS

In the room opened up after unjamming the five valves, launch up from the base of the room to a lip trick on the third level of the spiral walkway.



C FROM WAY DOWN TOWN! 200 PTS

Grind on the catwalk, jump down to any of the three rails on the 4-furnace row and land in a grind.

D RAILIN' ON FURNACE ROW 250 PTS

Use the launch ramp on the end of the row of furnace tanks to leap into a grind on the metal scaffolding surrounding the tanks.

D FURNACE TOPPER RAIL 500 PTS

Leap from one of the ramps at the end of the row of tanks and land in a grind on the pipe atop the three rusty tanks.

D FURNACE ROW EXTENSION 500 PTS

From the quarter pipe, air up to a lip trick on the short side of the 4-furnace row guardrail.

E FURNACE WALK RAIL 2 RAIL! 50 PTS

Jump from a grind, and land in a grind, between the two railings that run down in front of the 4-furnace row.

F PRESS WALK RAIL 2 RAIL! 50 PTS

Jump from a grind, and land in a grind, between TC's Rail and the Press Box Kink rail.

G FURNACE WALK 150 PTS

Grind the length of the handrail on the walkway near the four furnaces.

H PRESS BOX KINK 100 PTS

Grind the handrail nearest the pressing machine's control booth. It's the rail attached to the roof of the control booth.

I TC'S RAIL 100 PTS

Next to the pressing machine's control booth is a slightly elevated walkway. Grind the outside handrail of this walkway.

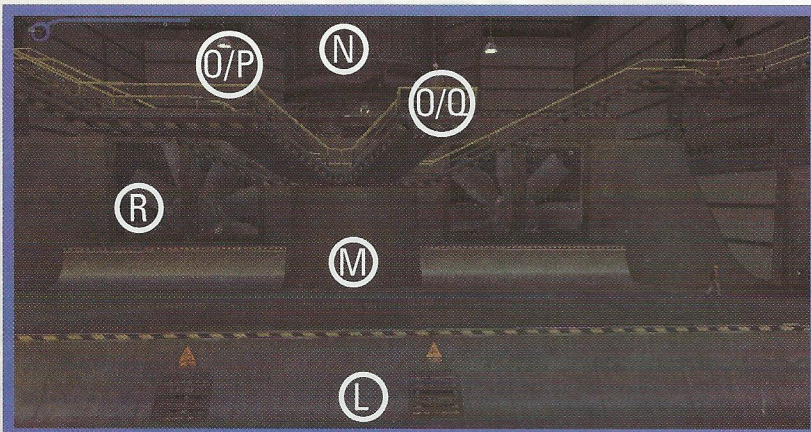
J PRESS BOOTH RAIL 2 RAIL 150 PTS

Jump from a grind, and land in a grind, between the press booth's kinked walkway rail and the booth's front edge.

K RAIL HOP 100 PTS

Jump from a grind, and land in a grind, between the Furnace Walk rail to the rail that curves a round the back of the level.



**L OVER THE PIPE! 250 PTS**

Transfer over the pipe from one side to the other.

M ROLL IN HOP 100 PTS

Jump from a grind, and land in a grind, over the center roll-in ramp.

M ROLL IN TRANSFER 500 PTS

Air over the gap between the two quarter pipes flanking the center roll-in ramp.

N SPLIT THE WICKETS! 150 PTS

Jump from the top of either of the fan housings, over and between the Y shaped catwalks that sit over the center of the conveyor half pipe.

O CATWALK GRIND 250 PTS

Use any of the ramps to Ollie into a grind on the handrails of the catwalk.

P CATWALK BALANCING ACT 500 PTS

The same as the Catwalk Grind, but perform a stall on the catwalk above the half pipe.

Q CATWALK TIGHT LIP 750 PTS

Sky out of the half pipe and stall on the rail of the catwalk.

R UP AND OVER!!! 500 PTS

Jump from the top of the right side fan housing, over the second walkway, dropping into the conveyor pipe area.

S FROM WAY DOWN TOWN!**200 PTS**

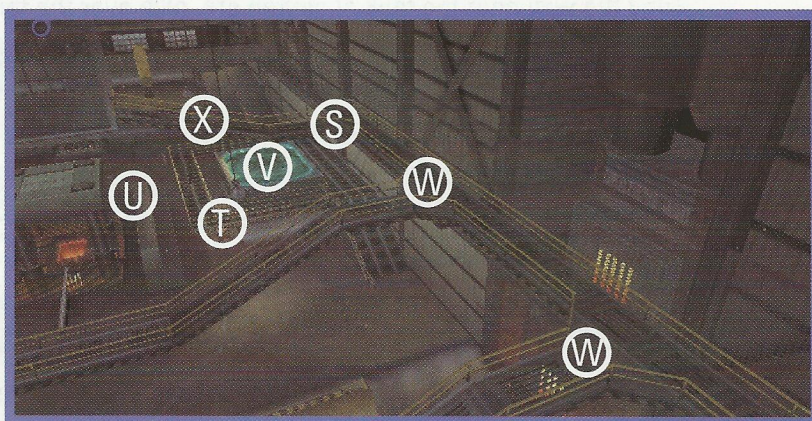
Grind on the catwalk, jump down to the rail around the edge of the soaking tub.

T TUB RAIL TAP 250 PTS

Leap off the triangular ramp beside the tank of water and land in a grind on either the edge of the tank or the catwalk.

U STOMP THE PRESSES! 250 PTS

Wait for the press to rise, then transfer from one of the ramps on either side, and land in a grind on the elevated press.

**V EDGE O' THE TUB EXTENSION****250 PTS**

Head up either of the launch ramps next to the water tank and plant on the lip of the tank.

V POOLSIDE OVER UNDER GAP**750 PTS**

Jump from either of the quarter pipes that sit at the base of the soaking tub, up over the tub and down between the walkway rail on the other side.

W LIL' RAIL HOP**50 PTS**

Jump from either of the quarter pipes that sit at the base of the soaking tub, up over the tub and down between the walkway rail on the other side.

X JUST PASSING THROUGH**250 PTS**

Use the triangular ramp near the water tank to leap up and over the catwalk leading around towards the foreman.



A HOT TUB JUMP

150 PTS

Grind the wall near the tank of molten ore, ollie over the tank, and continue the grind on the far side.

A HARDWAY OVER THE HOT TUB

350 PTS

Air up from the vented base of the molten tub, clearing the tub, and land on the open area behind it.

A DEEP FRIED TRANSFER

500 PTS

Air over the molten tank.

A BUCKET O' HOT SAUCE!

250 PTS

This gap triggers while doing Deep Fried Transfer when the bucket is parked over the tank.

B CIRCUS ACT AROUND THE BEND!

500 PTS

Manual across or around the length of either of the flat paths that wrap around the back of the level.

B ROUND THE BEND!!!

500 PTS

Grind around the length of the flat portion of the yellow guardrail that wraps around the back of the level.

C CG'S SKDK 2 STFK

250 PTS

Leap from the balcony above the Molten Operations office onto either of the suspended platforms.

D BACK END RAIL 2 RAIL 100 PTS

Jump from a grind, landing in a grind, between any of the rails (ledge, guardrail or coping) the curve around the back of the level.

E PORCH RAIL TAP 500 PTS

Transfer from the quarter pipe near the Molten Operations office into a grind on the balcony above.

E NICE VIEW UP HERE!

750 PTS

Stall on the edge of the balcony above the Molten Operations office.

F STAIR STEPPIN'

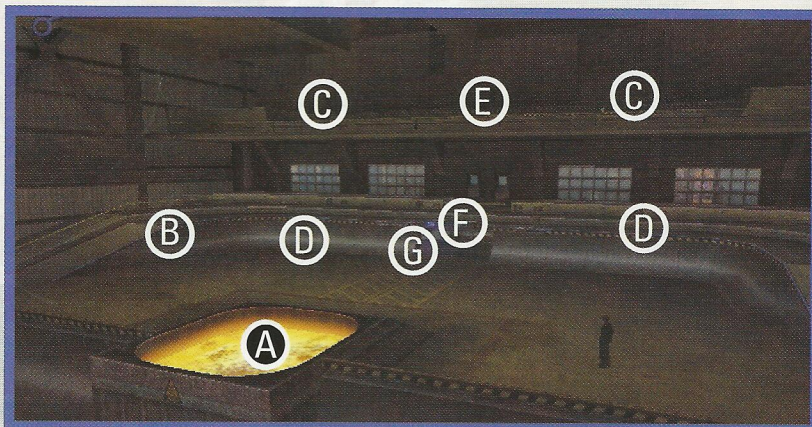
200 PTS

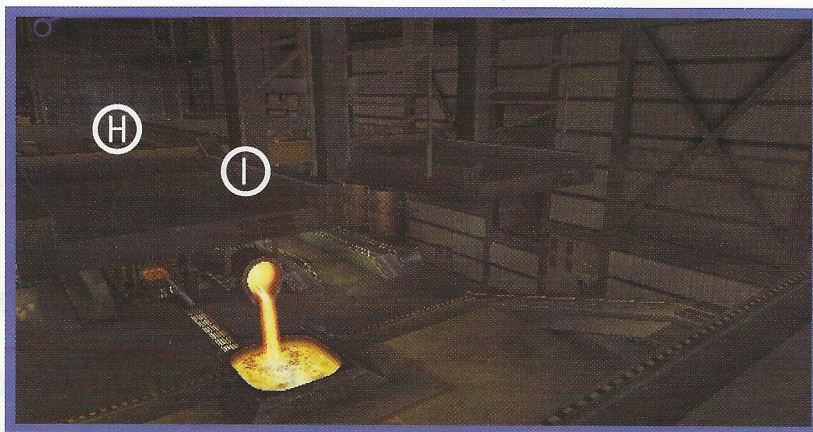
Head up the ramp behind the Molten Operations office and grind the edge towards the stairs. Transfer the steps and continue the grind.

G CONTROL BOOTH TRANSFER

500 PTS

Transfer over the gap between the quarter pipes flanking the Molten Operations office.





H DON'T LOOK DOWN!

500 PTS

Grind the ductwork high above the floor. Leap from the balcony above the Molten Operations office onto a platform and then grind.

I WALKIN' A THIN LINE!

500 PTS

Grind the metal beam where the Secret Tape is.

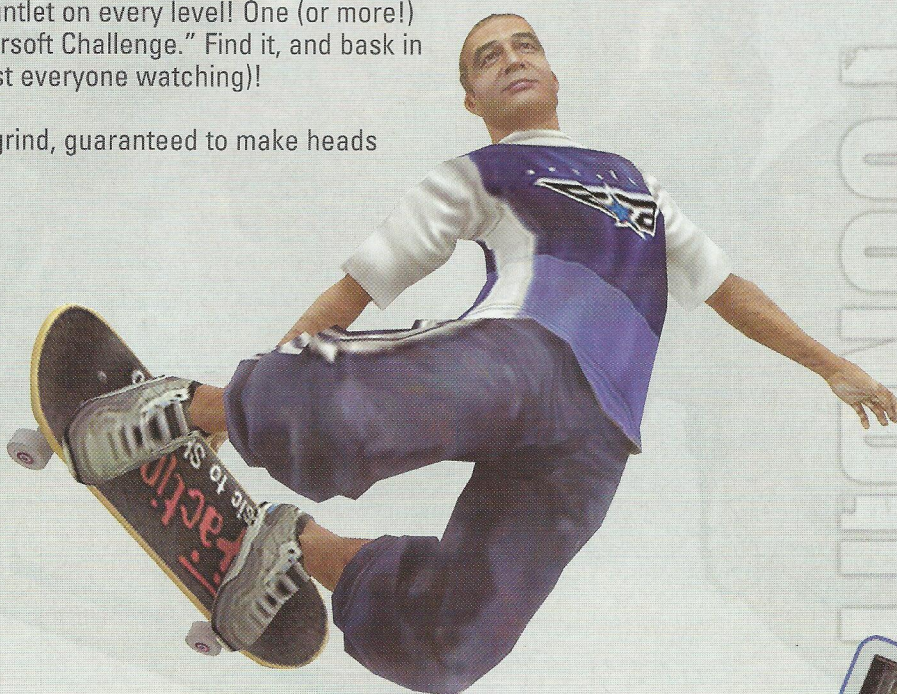
NEVERSOFT CHALLENGE

NAUSEA GRIND!!!

500 PTS

Neversoft has thrown down the gauntlet on every level! One (or more!) gap has been chosen as "The Neversoft Challenge." Find it, and bask in the adulation of everyone (or at least everyone watching)!

For The Foundry, it's a gut-twisting grind, guaranteed to make heads spin. Good luck finding it!



FOUNDRY



SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

SKATERS



SECRET TAPE



CANADA

UNLOCKED WITH 3 GOALS COMPLETED.

COURSE GOALS

Get a High Score: 35,000 points

Get a Pro Score: 70,000 points

Get a Sick Score: 120,000 points

Collect S-K-A-T-E

Get the Secret Tape

Melon Grab Over the Blade -or-
Nosegrind Around the Horn

Get Chuck Unstuck

Bury that Bully!

Impress the Skaters

COURSE OVERVIEW

O Canada! Commonly referred to as the "Great White North", Canada is typically thought by many to be under an eternal blanket of snow. Some may even assume that a Canadian course would be a better fit for a snowboarding game than one involving their asphalt counterpart. Wrong!!! Anybody having visited the greater Vancouver area knows that it is home to a rapidly growing skater culture, quickly catching up to none other than California, itself.

British Columbia skateparks all share a common theme—everything concrete! Well, that and the cold and rain. The Canada course is an assemblage of three distinct areas: a tricked out parking lot, a very Vancouver-ish skatepark, and a forested area complete with elevated wooden walkways. As luck would have it, the lot and park have been cleared of snow and it's time to drop in. Link up grinds in the parking lot, cruise the pools, and go tree climbing. Skaters without a fear of heights will be drawn to climbing the mountain where they can then take a ride on the old mine car tracks. This course is as big as the country itself—not too shabby, eh?

SCORING LINES

Parking lots are great places to warm up the wheels before heading into the skatepark. Take a quick run across the parking lot and trick big off the vert ramp at the far end. On the return trip stick to the right and session the kickers for the **Car Gap** and land in a Manual. Add the **Curb Hoppin** gap to the combo by transferring a grind from the curb to the parking block and continue the chain with another Manual. Boost a big grab trick across the starting point for the **Over the Blade** gap and finish off the chain by stringing together the necessary grinds for the **Fence Hoppin'** gap.

Parking lots are fine in a pinch, but there's nothing like sessioning the local skatepark—and British Columbia certainly has its fair share! Climb the corner quarter pipe nearest the starting point and grind the lip counter-clockwise. Ollie into a grind on the fence below for the **Flying Fenceman** gap and quickly transfer the grind onto the rail on the left for the **Fence Transfer** gap. Hold the grind around the bend and then Kickflip it back to a Tailslide on the fence near the totem pole. That's right, another **Fence Transfer** gap. Heelflip off the fence into a manual and steer towards the quarter pipe beyond the red rails. Revert out of the landing and manual towards the pool to continue running up the multiplier. Grind the edge, soar above the lip, or just touch down and end the combo. It's all about choices.



CANADA



The third terrain at the Canada course is the snowy treetops leading into the mountains. Leap off the snowbank near the starting point to gain the roof of the cabin and slowly roll onto the walkway. Grind the rope on the left and ollie across to the other rope for the **All That Glitters** gap. Hold the grind, trick across the break in the rope to snag the **Look Ma! No Talent!** Gap, and land in a Nosegrind. Add the **Around the Horn** gap to the multiplier while scratching off another course objective. Manual through the hole in the tree to keep the string going.



CANADA

ILL SCORING

Hit the rail to the right of the starting point and Kickflip into a grind on the fence for the **Fence Hoppin'** gap. Heelflip onto the wall atop the funbox on the left and Pop Shove-It off the wall into a manual on the street. Ollie into a Crooked Grind on the handrail near the walkway on the right and hold the grind downhill. Transfer the gap into another grind for the **Parking Lot Mini Gap**. Manual off the rail into the vert ramp and add a Special Trick to the mix. Revert out of the landing and quickly hop back into another grind in the other direction. Pick up the **Parking Lot Mini Gap** one more time and ollie off the rail into another Manual. Over 200,000 points are for the taking at touch down.



HAWK, GLIFBERG, MARGER, REYNOLDS, THOMAS

S

Transfer the cars via the two kickers and pluck the S out of the air.



K

On top of the quarter pipe directly across the parking lot from the starting point.



A

Sitting atop the wooden fence alongside the lower parking lot. It's directly across from the pair of banners.



T

Cruise the parking lot down the hill towards the large quarter pipe at the far end. Dead center, above the ramp, is the T.



E

Also in the lower parking lot, the E is just above the two banners. Grind the top of the first sign and ollie over the gap to grab the letter.



CABALLERO, KOSTON, MULLEN, ROWLEY

Check the corner of the skatepark where the parking lot curves. Grind the fence on the right of the parking lot and ollie for the letter.



In the skatepark, on the ledge above the lower parking lot.



Keep heading straight past the K to the wrap-around quarter pipe in the back corner of the skatepark area. The A is on the coping.



Continue working clockwise around the perimeter of the skatepark, past the roll-ins, and toward the totem pole. The T hangs above the quarter pipe across from the A.



The E is located on the outstretched wings of the totem pole. Grind the fence from the T towards the totem and ollie into a grind on the artifact.



CAMPBELL, LASEK, MUSKA, STEAMER

Grind the wooden fence alongside the upper parking lot past Chuck towards the starting point. Hold the grind towards the cabin.



Leap off the snowbank onto the roof of the cabin near the starting point and ollie off the roof towards the walkway to grab the K.



After landing from grabbing the K, hop into an ollie on the large branch to snatch up the next letter.



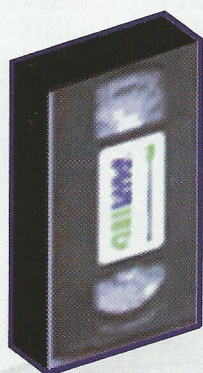
Hold the grind past the A and onto the next log to the left towards the generator. The T is on this second log.



Head past the generator towards the half pipe that leads up towards the Secret Tape. Leap out of the air near the green building to get the letter.



GET THE SECRET TAPE



Secret Tapes are always hard to get, and this one is most certainly not an exception. First off, access a secret area in the snowy treetop area by throwing the switch on an old clunker of a generator. With that out of the way, a series of huge jumps are needed to climb high into the forest.

Head to the walkway that goes through the hole in the tree and head away from the parking lot. Bear to the right at the fork and grind the log that extends off the walkway towards the left. Hold the grind off the log onto the lower walkway. Grind the rope in front of the generator on the left to fire it up. This raises the log loader in the distance into the air and causes it to open, thereby creating a large elevated vert ramp.



RAISE THE ROOF

An alternate way onto the walkway is by skating up the large snowbank near the cabin beside the starting point. Ollie onto the walkway and immediately grind the log to the walkway where the second log awaits.



Now with the mechanical stuff taken care of, charge the banked wall and alley-oop into the log loader. Try to land close to the nearside edge as there is not much overlap with the watch tower (the next jump). After a transfer into the raised half pipe, line up and ollie off the ramp to the covered half pipe above. Line up straight for the next jump, and then go for it. At the top of the ramp is an old miniature railroad track. Grind the right-hand rail downhill to the right. It splits off towards the Secret Tape just up ahead.



MELON GRAB OVER THE BLADE

Hawk, Caballero, Glibberg, Lasek

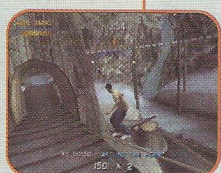
Return to the starting point, charge the starting ramp and air over the starting point. Grab a Melon while transferring the ramp to complete this trick-based goal.



NOSEGRIND AROUND THE HORN

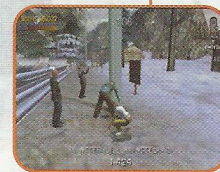
Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas.

Ollie off the mound of snow behind the starting point and land on the roof of the house. Ollie onto the walkway and follow it around the tree. Ollie into a Nosegrind on the right-hand rope where the walkway ends and carefully balance the length of the rope until it ends near the tunnel through the tree.



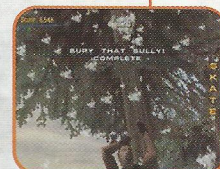
GET CHUCK UNSTUCK

Somebody must have triple-dog-dared poor old Chuck into sticking his tongue on the light pole. Since his buds appear happy to just stand by and laugh, it's up to a friendly skater to help him out. Ollie into either the light pole or Chuck to free his tongue.



BURY THAT BULLY!

Boost up Special Meter in the upper parking lot and then take a charge at the starting ramp. Hit the right-hand side of the blade and launch up and over it into the snow-covered tree to the right of the walkway. Shaking things up in the boughs of the tree drops a blizzard's worth of snow on the Bully.



IMPRESS THE SKATERS

Scattered throughout the skatepark are five skaters who have nothing better to do than watch. Toss out some sick moves on the ramps and rails they're near to impress them. Bailing, acting like a poser, and simple cruising around aren't enough to win any props from them. Go big or go home!



The first Skater is standing in the corner of the skatepark where the turn in the parking lot is. Hit the **Fence Hoppin'** gap with a Crooked Grind and hold it past him. Kickflip out of it to win his respect.

The next Skater is on top of the corner quarter pipe, located above the lower parking lot. Either go big on the ramp in front of him or transfer from a grind on the fence to the ledge behind him for the **Fence Transfer**. Don't worry; he'll see it.



DO THE DEUCE

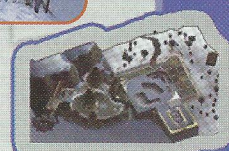
The first two Skaters (and even the third for those with great balance) can be awed all at once. Chain the two gaps mentioned above together with one lengthy grind and touch down just after the second Skater.



Continue along the fence from the first Skater, past the second, towards the back of the skatepark, to the third Skater. Once again, going huge off the lip of the quarter pipe makes him slam the board in approval, but so does a lengthy grind into the **Breezy Pants Gap**.



The next Skater is standing atop the circular hip ramp nearest the totem pole. Big flip tricks over his head are certainly one way to draw his attention. Another is to grind the head off the totem pole via the **Ahhh! My Head!** gap.



DO THE DEUCE REDUX

Doubling up is good for the spectators and great for scoring. Grab a quick left to right grind past the third Skater, hit the gap by the roll-in, and grind all the way around towards the totem. Go ahead and behead the idol, but the fourth Skater will no doubt be impressed regardless.



The last one is on top of the corner quarter pipe nearest the starting point. Grab his attention by approaching from the right and leap into the **Flying Fenceman** gap by transferring a coping grind onto the fence below.



STAT POINTS



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

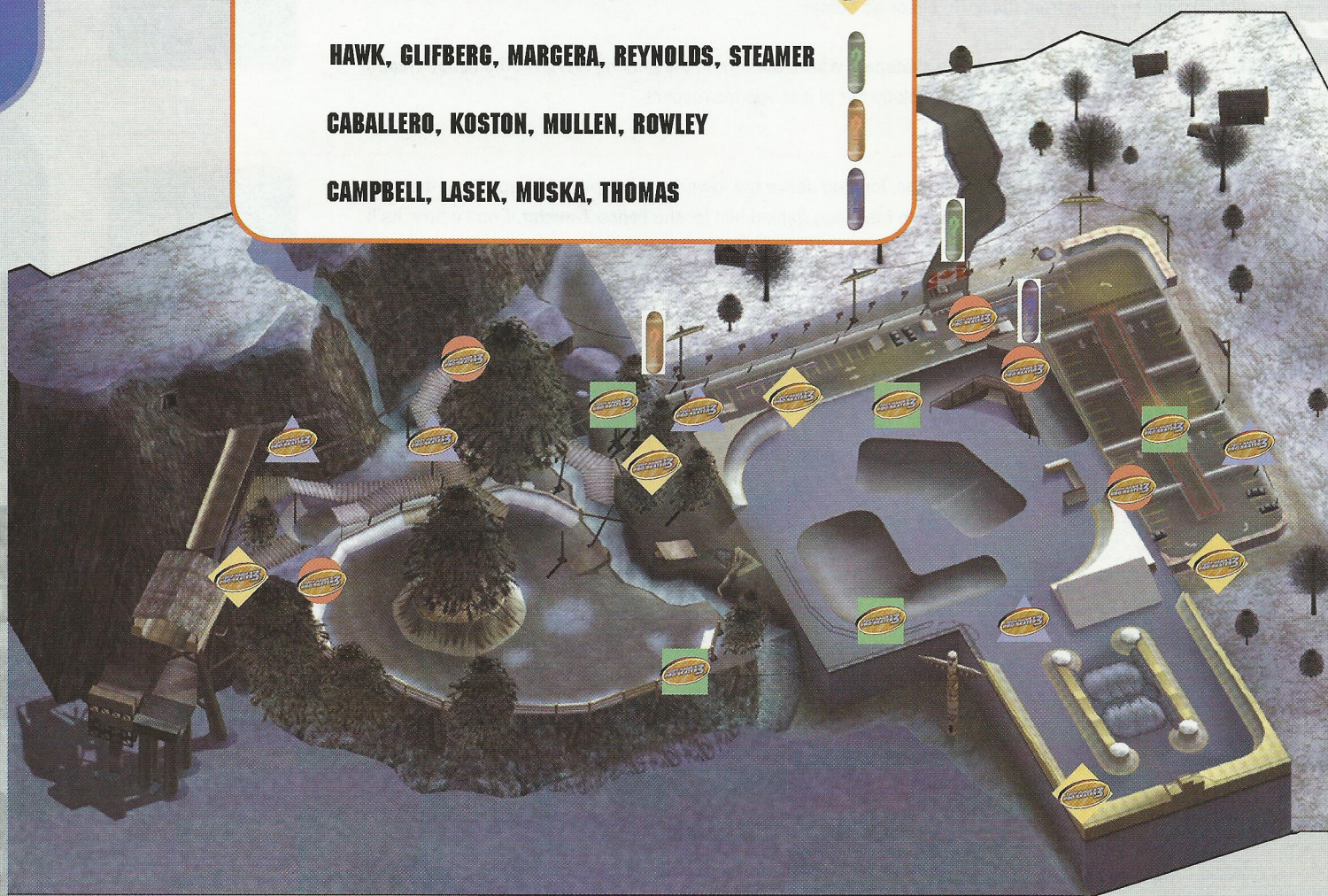
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

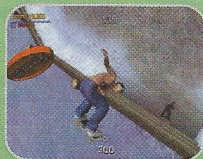
CAMPBELL, LASEK, MUSKA, THOMAS





STAT POINTS

**HAWK
KOSTON
MUSKA
THOMAS**



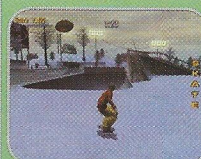
In the corral, above the gate nearest the stream. Transfer over the gate with a full Special Meter to snag it.



On the steel rail in the corner of the skatepark near the totem pole. The rail parallels the fence above the pool.



Suspended between the handrails in the center of the lower parking lot.

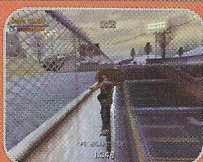
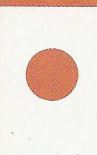


Hanging high above the lip of the pool in the corner of the park near the turn in the parking lot. Launch out of the pool at the end nearest the starting point.

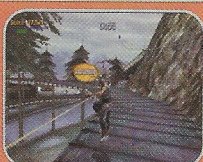


Heading off from the parking lots into the woods is an old run down dam. Grind the center log to pick up the final Stat Point.

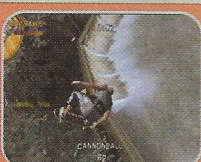
**CABALLERO
LASEK
REYNOLDS**



Skate down the hill to the bottom of the parking lots and start grinding the lip of the quarter pipe to the right. Carry the grind across the two billboards on the wall for the first Stat Point.



Skate up the snowbank to the roof of the cabin near the starting point and ollie onto the walkway. Grind the rope on the left to quickly snag the next Stat Point.



Enter the corral and trick off the walls to boost the Special Meter. Push across to the side of the ring opposite the skatepark and transfer over the wooden fence to grab the Stat point and the **Corral Gap Transfer**.

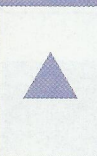


Hit the corner pool nearest the parking lots and air it out in the corner near the Skater to pluck the next Stat Point out of the air.



The last Stat Point is in the parking lot near the beginning, atop the funbox along the right.

**CAMPBELL
MARGERA
ROWLEY**



Grind the fence down the hill to the bottom of the lower parking lot. The first Stat Point sits atop the fence near the parked cars.



Return to the starting point and transfer the blade for the **Over the Blade** gap and pluck the next Stat Point from the air.



Take a run through the skatepark and ollie over the short, red rail near the totem pole to grab the next target.



Use the snowbank near the starting point to gain the roof of the small cabin. Leap onto the walkway to the left and grind the rope counter-clockwise to find the next Stat Point—it's right before the **Around the Horn** gap would begin.



Return up the snowbank to the roof of the cabin, hop onto the walkway, and then quickly initiate a grind on the long tree branch hugging the mountain. The final Stat Point is at the end of the grind. Ollie up to grab it.

**GLIFBERG
MULLEN
STEAMER**



The first Stat Point is inches from the starting point, resting on the rail to the right.



Just above the walkway leading through the center of the tree is the next Stat Point. Grind the rope for the **Around the Horn** gap and hold it to pick up the power-up.



Follow the instructions for the Secret Tape to learn where the generator is. Grind the rope near the generator back towards the skatepark. The rope curves towards the next Stat Point and end just above the corral.



Enter the skatepark area and trick over towards the back corner, to the right of the roll-in. The next Stat Point can be found there.



The fifth Stat Point hangs above the quarter pipe at the very bottom of the lower parking lot. Head straight down the hill and air off the center of the back wall.

CANADA



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



Use the bulldozer in the parking lot as a vert ramp and sky up to the New Deck suspended near the Canadian flag.



CABALLERO, KOSTON, MULLEN, ROWLEY



Head up to the walkway encircling the Horn and start grinding the ropes that encircle it. The New Deck is suspended on this rope.



CAMPBELL, LASEK, MUSKA, THOMAS



Hanging above the corner pool near the parking lots is the New Deck for this group. Sky up out of the concrete depression to snag the New Deck and impress the Skater in the process.



GAPS (87)

A AIR OVER THE BLADE GRIND 250 PTS

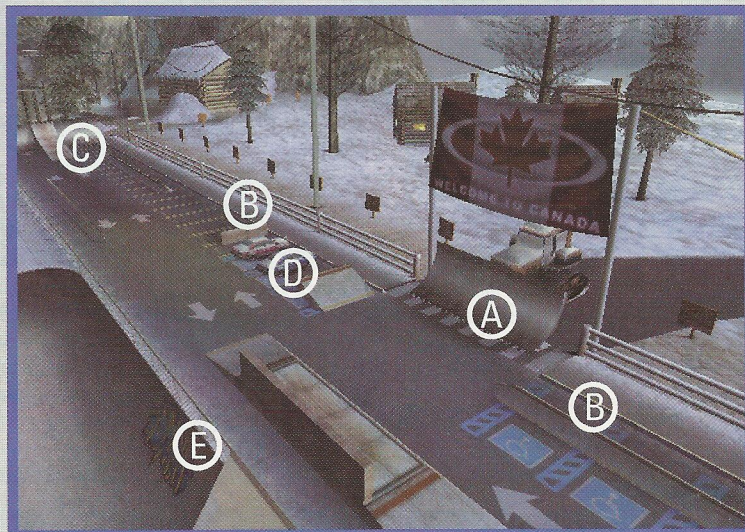
Grind the wooden fence in the upper parking lot, air over the bulldozer blade under the Canadian flag, and land in a grind on the wooden fence on the other side.

A DOZER BLADE GAP 100 PTS

Grind the yellow curb in the upper parking lot and leap the gap where the bulldozer is. Continue the grind on the curb following the gap.

B FENCE HOPPIN' 100 PTS

Transfer from a grind on the rail to the right of the starting point onto the chainlink fence alongside it.



B CURB HOPPIN 100 PTS

Grind the yellow-painted curb of the upper parking lot and transfer into a grind on the concrete parking block next to it.

C SAP SLAPPER 250 PTS

Leap from the starting point onto the walkway behind it. Land in a grind on the rope on the right.

C OVER THE BLADE 25 PTS

Transfer over the center spike on the starting point's bulldozer blade.

C CLIMB THE TREE 100 PTS

Charge the starting ramp and leap for the wooden walkway beyond it. Land it clean to score this gap.

C TREE AIR GAP 50 PTS

Clear the short gap in the walkway just beyond the Climb the Tree gap.

D FENCE BOMB 250 PTS

Pop off either of the kickers near the cars on the upper parking lot and land in a grind on the fence.

D CURB BOMB 250 PTS

This is the same as the Fence Bomb gap, but utilizes the curb. Hit the ramps near the parked cars in the parking lot and land in grind on the curb.

D CAR GAP 200 PTS

Transfer from ramp to ramp over the cars in the upper parking lot.

E FENCE EXTENSION 100 PTS

Enter the corner pool nearest the parking lots and lip trick on the chainlink fence above.

E CUT THE CORNER 50 PTS

Grind on the chainlink fence that borders the curved bowl near the lot's corner, trick off of it before reaching the triangular stone platform, and land in a grind on the inside ledge of that triangular stone platform.



F MANUAL TRANSMISSION 50 PTS

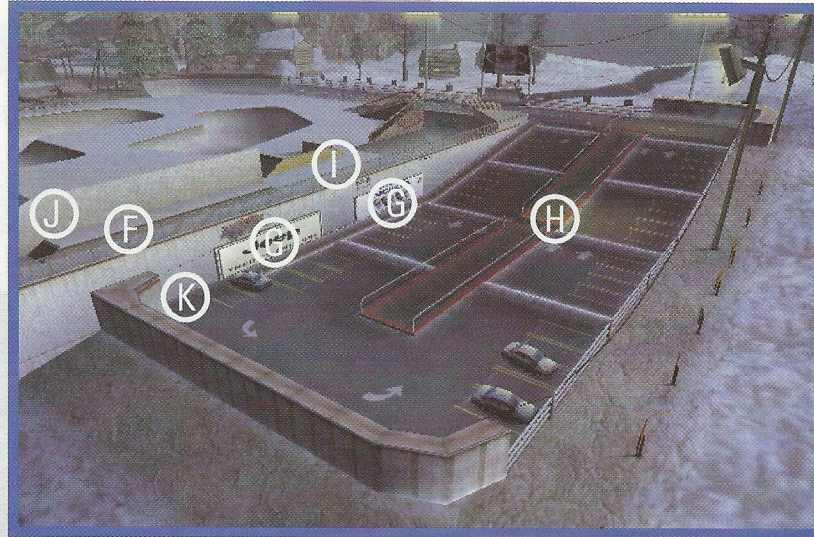
Manual the ledge near the fence in the skatepark that parallels the lower parking lot.

G IPO FUNDING 50 PTS

Transfer a grind from either of the handrails to either of the banners or from Banner Ad Dot Com gap.

G BANNER AD DOT COM 100 PTS

Head down to the lower parking lot and grind one of the large billboards against the wall at the bottom of the lot and transfer the grind to the other banner.



G ...JUST WENT BANKRUPT 50 PTS

After an IPO Funding or Banner Ad Dot Com gap, transfer to one of the handrails in front of the banners.

G PARK TO LOT LAUNCH 250 PTS

Transfer a grind from the chainlink fence that runs above the lower parking lot to a handrail below.

H PARKING LOT MINI GAP 50 PTS

Continue a grind across the gap in any of the handrails in the lower parking lot to snag this gap.

H CROSSOVER THE EASY WAY 250 PTS

At the bottom of the parking lot, cross over from the uphill-side rails, and land on the flat rails. Essentially, do a crossover Parking Lot Mini gap.

H CROSSOVER THE HARD WAY 500 PTS

Start at the top of the parking lot, start grinding one of the rails down the center of the parking lot and ollie across to the parallel rail.

I GO LONG AND GRIND 250 PTS

Grind the chainlink fence that runs above the lower parking lot away from the triangular stone platform and transfer the grind over to the short ledge behind the quarter pipe wall.

J FLYING FENCE STOMP 250 PTS

Grind down the wooden rail, hold the grind to transfer onto the pool at the bottom of the rail, then hop up onto the fence.

J BIG AIR FENCE STOMP 250 PTS

Grind the backside of the quarter pipe near the lower parking lot, jump off and land in a grind on the chainlink fence that serves as the border between the lower parking lot and the skatepark.

K AIRIN' UP AND OUT 250 PTS

At the bottom of the parking lot, turn to face the concrete park, with the quarter pipe to the left. Skate forward and air off the last section of the quarter pipe and lip trick on the fence. Be careful when landing from this, it may take some re-orienting.

L NICE SAVE, CHEATER

50 PTS

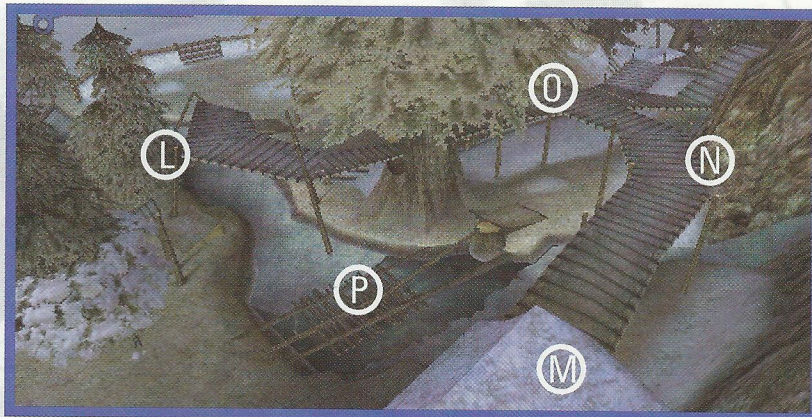
Transfer from the rope on the short walkway behind the starting point into a grind on the rope leading towards the hole in the tree.

M MINE CART LAUNCH 100 PTS

Hold the Mandatory Videogame Mine Cart Ride gap to the very end and launch off the edge of the rail. Land in a grind on the power lines leading up to the streetlights.

N PROSPECTOR PATH 50 PTS

Use the snowbank and the cabin to roll onto the upper walkway. Start grinding the rope on the left and then ollie into a grind on the tree branch against the mountainside.



O ALL THAT GLITTERS

50 PTS

Climb the snowbank to the roof of the cabin and roll onto the walkway. Grind the left-hand rope and ollie across to the rope leading left towards the start of the Around the Horn gap.

P THE OLD WING DAM

100 PTS

Grind any of the wooden logs lying across the stream behind the starting point.

P WHOA. THAT WAS COOL.

500 PTS

Go into the corral and fill up the Special Meter. Use the snow bank to launch over the wooden path and land in a grind on the logs of The Old Wing Dam.

Q HITCH KNOT GAP 100 PTS

Grind the rope on the left after passing through the tree, ollie across the break in the rope, and continue the grind on the rope below.

Q STILL BOOTLEGGIN' 50 PTS

Roll down the walkway through the tree and keep to the left at the fork. Ollie across the gap to the walkway leading to the generator to score this gap.



R THE HAUNTED MINE

100 PTS

Grind the edge of the corral clockwise towards the walkways and transfer to the rope wrapping around to the generator.

R ENIM DETNUAH EHT

100 PTS

Do The Haunted Mine gap backward. The easiest way is to start by the guy peeing into the lake, head back towards the level, grind the rope to the right with a good bit of speed. With enough speed to get up the incline of the grind, drop off the end, and land in a grind immediately on the coping of the long wooden corral that surrounds the wilderness area.



A BOWL TO BOWL

50 PTS

Grind the coping of one of the L-shaped bowls and ollie over to the other bowl's coping.

A LIGHT IT UP! 100 PTS

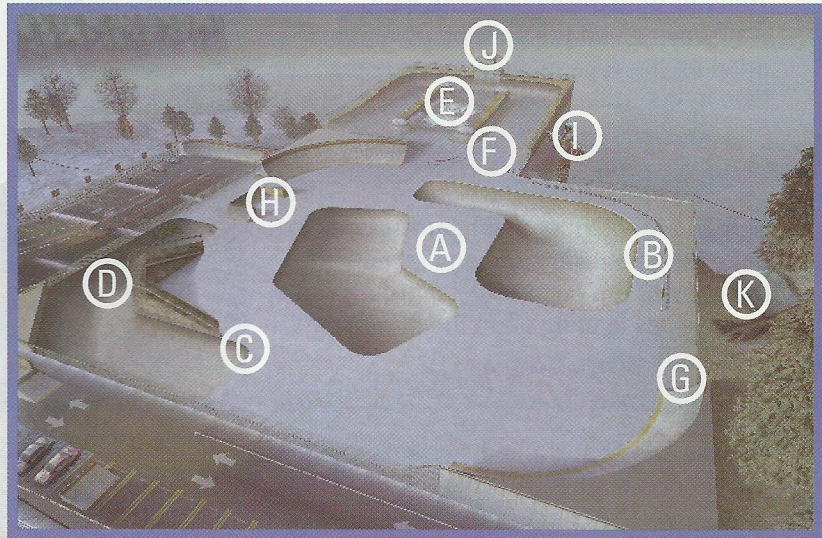
Air out of the pool nearest the totem pole into the pool nearer the parking lot.

B BOWL TO RAIL 50 PTS

Grind the coping of one of the L-shaped bowls and ollie over to the other rail nearest the corral area.

B RAIL TO BOWL 50 PTS

Grind the rail between the L-shaped bowl and the corral area, and ollie over to the bowl's coping, continuing to grind.



B FENCE TRANSFER

50 PTS

Leap from a grind on any of the rails in the skatepark into another grind on the chainlink fencing.

C AURORA BURLY-ALIS!

250 PTS

Transfer between the L-shaped bowl nearest the parking lot's corner and the adjacent bowl in the middle of the park.

D ANTENNA STOMP

250 PTS

Air over the announcer platform and land in a grind on the metal rod, or the wire attached between it and the triangular stone platform.

D CROOKED EXTENSION

100 PTS

Rise up out of the pool nearest the parking lots and bust a lip trick on the slanting rail high above.

E WE DON'T NEED NO STEENKING RAILS

50 PTS

In the center of the skatepark are two mounds of snow with three rails set in between them. Ollie from one mound to the other without touching the rails.

F RAIL BANK SHOT

50 PTS

Grind the long, curved rail towards the totem pole and jump into a grind on the smaller rail on the right.

F RAIL STOMP

50 PTS

Grind the coping of the half pipe near the totem pole in the skatepark and transfer the grind to the curved rail on the ground. Grind the entire length of the half pipe.

G FLYING FENCEMAN 100 PTS

Enter the skatepark and head towards the corner nearest the starting point in the parking lot. Grind the coping of the corner quarter pipe counter-clockwise and transfer into a grind on the chainlink fence below.

H FUNBOX HOP 10 PTS

Span the gap in between the two kicker ramps along the edge of the skatepark that parallels the lower parking lot.

H FUNBOX TO RAIL STOMP 250 PTS

Leap from the funbox, and land in a grind on the curved quarterpipe in the concrete park.

I AHHH! MY HEAD! 200 PTS

Grind the wings of the totem pole to lop off the head. Ollie back into the skatepark safely to grab this multiplier.

J BREEZY PANTS GAP 100 PTS

Transfer a grind over the gap in the quarter pipe wall in the back of the park.

J BREEZY CHANNEL GAP 250 PTS

Air over the gap in the quarter pipe wall in the back of the park.

J OVER THE HUMP 50 PTS

Grind over the highest part of the fence in the concrete park. If momentum isn't enough to carry the grind up and over, use some ollies for a boost.

K BUCK WILD 500 PTS

In the corral, skate across the river keeping the dead tree (the skinny one with no branches) to the left. Air off the riverbank and land in the nearest pool in the concrete park.

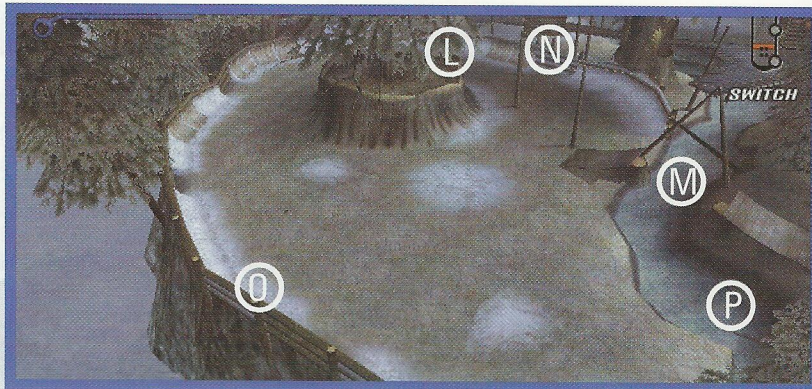


L GRIND THE PINE 250 PTS

Jump from the large stump in the center of the corral and land in a grind on a branch.

L GOOD EYE! 250 PTS

Transfer a grind from the ropes with the Look Ma! No Talent! and Around the Horn gaps to the semi-hidden branches in the pine tree on top of the huge stump.



L YOU'RE OVER THE HILL! 500 PTS

Grind over the piece of the large tree stump that protrudes a bit higher than the rest of the stump.

L HILLSIDE RAIL STOMP 250 PTS

Air off the ramped sides of the huge stump, and land in a grind on the rope along the walkway.

L HILLSIDE TREE PATH LAUNCH 50 PTS

Similar to the Hillside Rail Stomp, but don't grind the rail. Air over it and land on the pathway.

M THERE'S GOLD IN THEM THAR HILLS 100 PTS

Trick out the Special Meter in the skatepark and charge the ramp near the frozen stream. Leap the stream and land on the ramp by the corral.

M RIVER HOP 250 PTS

Perform the There's Gold In Them Thar Hills gap in reverse. Gain speed tricking off the dead tree in the center of the corral and leap over the stream onto the ramp near the skatepark.

M FELLED OAK 100 PTS

Hit the ramp in the corral that is leaning up against a tree stump, and leap into a grind on the log on the left that leads back into the skatepark.

N AROUND THE HORN 100 PTS

Grind the rope that has been strung up around the large tree with the tunnel in it.

N LOOK MA! NO TALENT! 10 PTS

Transfer the gap in the rope on the elevated walkway immediately before the Around the Horn gap.

O CORRAL GAP TRANSFER 50 PTS

Head to the corral with the large, dead tree in its center and transfer over any of the wooden gates.

O THE RUSH IS ON 250 PTS

Grind the entire perimeter of the corral. The grind must start and end on the outer sides of the Corral Gap Transfer gaps nearest the skatepark and the bully.

P TREE TO CORRAL GRIND

50 PTS

Grind the dead tree over the frozen stream and land in a grind on the fence around the corral.

P CORRAL TO TREE GRIND

50 PTS

Grind the fence surrounding the corral, jump over the frozen stream and land in a grind on the tree.

P CORRAL TO TREE TRANSFER

50 PTS

Jump from the fence surrounding the corral over the frozen stream and land in a grind on the tree.



CANADA

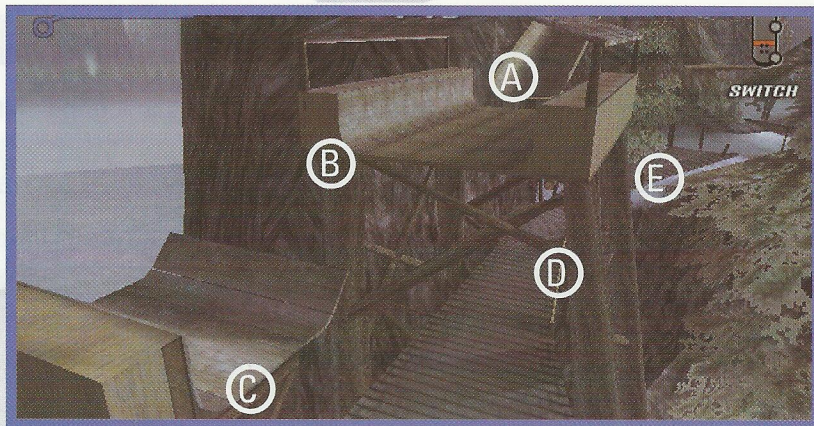


A WALKIN' THE RIFFLES 50 PTS

Grind the coping on the side of the lookout tower nearest the mountainside and leap to the next ramp. Land in a grind on the edge near the mountain for the bonus.

A PICKAXE SLUICE 50 PTS

Follow the directions for the Secret Tape. This gap is between the covered half pipe and the large ramp leading upward towards the rail.



B SMOOTH AS SILK 100 PTS

Throw the generator switch to raise the log loader into the air and transfer into it via the quarter pipe on the ground. Leap from the log loader into a grind on the coping of the half pipe within the lookout tower.

C LOAD AND GO 250 PTS

Transfer from the walkway up to the raised loader.

C COMIN' OUT OF THE SKY 50 PTS

Transfer from the raised loader down to the curved end of the walkway.

D CHAINSAW BUZZIN' 100 PTS

Transfer a grind from the log near the mountain to the rope near the generator.

D STEAM STOMP! 1000 PTS

Grind on the rope that runs in front of the generator where the grind begins by hitting the generator. Hit the grind button late for a better chance at scoring this gap.

D SAVED BY THE GENERATOR 500 PTS

Hit the generator near the lever used to raise the loader. So named because a trick counts as landed if the generator is hit just right, even if the skater plunges into the fog afterward.

E NICE SHOOTIN'... 250 PTS

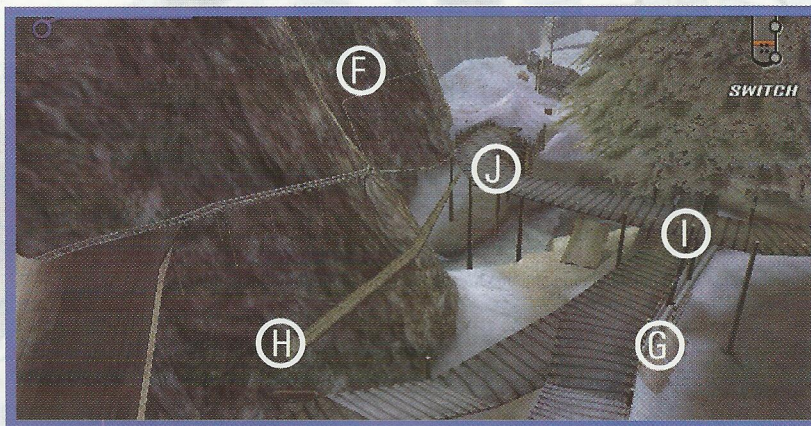
Moving away from the loader, transfer a grind from the rope running past the generator before it curves away, and land in a grind on the straight rope nearby.

E ...TEX! 250 PTS

Continue from the Nice Shootin'... gap and jump over the hole in the walkway, landing on the walkway on the other side.

F MANDATORY VIDEOGAME MINE CART RIDE**500 PTS**

Follow the instructions for the Secret Tape and grind the left-hand rail instead of the one on the right. Balance past the waterfall and on towards the small cabin near the bully to trigger this bonus.

**G THE PANDHANDLER 100 PTS**

Sky out of the corral and pause in a lip trick on the roped walkway above.

H DEAD MAN'S SLIDE 50 PTS

Grind the log leading from the uppermost walkway directly into the second log—the one leading down towards the generator. Don't ollie in between the logs, just hold the grind.

I IS NOT GOLD**150 PTS**

This is a continuation of the All That Glitters gap. After transferring the grind to the rope leading towards the Around the Horn gap, leap off to the right and grind the rope on the walkway below.

J MOUNTAIN MAN MINE STOMP**250 PTS**

Grind the rail past the Secret Tape and leap for the walkway below. Land in a grind on the rope to complete this gap.

NEVERSOFT CHALLENGE

ROCKSLIDE!!!**1000 PTS**

To get an idea on how to get this gap, get a high view of the course and take a blind leap of faith.

CANADA



RIO RUCKUS

UNLOCKED WITH 10 GOALS COMPLETED.

COMPETITION RULES

Each run has 1 minute.

Skaters get 3 runs.

Bails hurt scores.

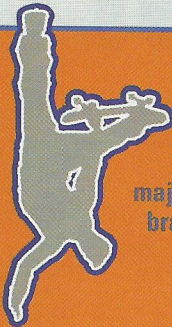
Average of top 2 runs is the final score.

Finish top 3 for a medal.

COURSE OVERVIEW

Rio marks the first of three competitions in *Tony Hawk's Pro Skater 3*. Those familiar with the earlier games in the series (or *Mat Hoffman's Pro BMX™*) already know the rules. For the newcomers, competitions consist of three one-minute runs in which to score big points while keeping bails to an absolute minimum. Judges score runs on a 100-point scale and the top three scores are averaged for a final score. Competitions award Gold, Silver, and Bronze medals; hardware of any form is required for advancing Career Mode.

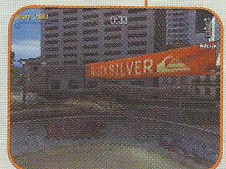
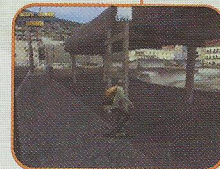
Rio is a large public park within which a pool, several funboxes, and a couple of half pipes have been constructed. The course is bound on all four sides by a busy street with power lines running overhead. The perfect alignment of the many funboxes, walls, and guardrails make this a street skaters dream come true. Those with good balance can initiate a grind near the street and proceed to grind and manual complete laps around the course for combos worth hundreds of thousands of points.

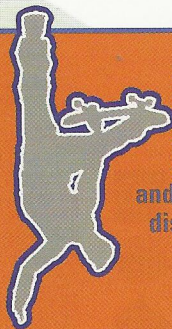


No longer is everyone out to mow down skaters in his or her vehicle. Sure, the occasional bus driver might plow through skaters, but the majority of the cars will slam on the brakes if they see the skater coming.

For those who feel more comfortable in the air, there are plenty of widely spaced quarter pipes to transfer. Just be sure to bring plenty of speed into the leap, as the ramps are a good distance from one another. Of course, the perfect run combines plenty of grinding with a smattering of aeriels. And that's where the pool comes in. Transfer the roll-ins, stall atop the ramps, and then start grinding those trucks along the lip.

In addition to the park, skaters can session a concrete swimming pool behind a large apartment building. Cross the street near the bus stop and smash through the wooden fence to dive in. The secret area isn't the only enhancement to the course. Mischievous skaters can break the ladder to the spectator box, thus causing the whole thing to collapse, making for even more rail to rail combinations.





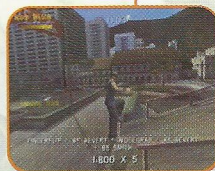
Unlike the earlier games in the series, the two lowest scores are dropped from each round of competition. Previously, the highest and the lowest score would be disregarded.

SCORING LINES



The following chain works best if the spectator box has not yet been destroyed. Resist the urge to crash through the ladder until later.

Roll down the ramps at the start and get into the half pipe to the left. Work the walls of the pipe with a variety of low-risk grab tricks to boost the multiplier, being sure to concentrate on reverting cleanly out of the landing and into a manual. Before too much speed is lost, manual up the ramp towards the center and start grinding towards the right. Trick over the break where the center ramp is for the **Over the Break** gap. Trick into a manual and charge the wooden funbox near the corner of the pool. Land in a grind on the very top of the viewing platform for the **Spectator Box Stomp** gap. Grind the length of the platform and trick off the end into a Special Grind on the guardrail below. Pop Shove-It off the end and touch down to end the chain safely.



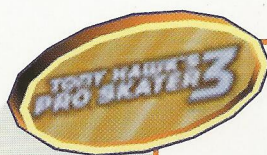
Steer through the ladder of the spectator platform to cause it to collapse (termites are bad in Rio) and prepare for another lengthy grind combo. Begin at the corner to the left of the wreckage and grind the ledge of what was the spectator booth. Trick into another grind and then into a manual on the ground. Begin working the wooden rails and the guardrail in a clockwise direction. Add the **Short Wall Gap** multiplier to the chain and balance around the turns towards the red funbox. Trick into a grind on the wooden rail for the **Ghetto Rail Gap** and keep on going. Land flat as soon as the skater's balance starts to waver beyond control.



Even street stylists should take to the air to keep up the variety. Consider opening a run with this combination: grind the rails on the right of the starting point down into the pool and manual towards the spine. Transfer the two quarter pipes for the **Tunnel Gap** and quickly Revert into another manual. Roll off to the left and grab a handful of deck over the roll-in for the **Channel Gap**. Once again, Revert out of the landing into a manual and finish the string with a grind or stall atop the spine.



RIO



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



STAT POINTS



HAWK KOSTON MUSKA THOMAS



Use the funbox with the Quiksilver banner to launch into a **High Wire Act** grind to the right. Transfer to the center wire if not on it already and hold the grind to the first Stat Point.



The next Stat Point is on the planter alongside the street opposite the starting point. Grind up and over the ramp behind the park benches.



Roll on over to the corner to the left of the starting point and pop off the brick planter to pluck the Stat Point from the branches of the tree.



Push back up the ramp where the level began, and let loose off the launch ramp to grab the next Stat Point, and one heck of a view of downtown Rio.



The final Stat Point is hanging above the poolside roll-in nearest the spectator platform.

CABALLERO LASEK REYNOLDS



The first Stat Point is on the guardrail to the left of the spectator stand. Pick it up while working that lengthy clockwise grind combination.



A Stat Point hangs just in front of the starting point, under the Quiksilver banner. Grind the pink railing alongside the starting point and Ollie off the end to grab it.



Cross the street from the corner to the right of the starting point is a small sitting area near a fountain. The next Stat Point is above the park bench behind the fountain.



The next Stat Point is between the tree and the lamppost within the large flower garden near the bus stop. Pop off the brick border to pluck it from the sky.



Use the ghetto funbox to launch into a grind on the power lines heading off to the left (counter-clockwise). Make the turn and hold the grind off into the distance to grab the last Stat Point.

CAMPBELL MARGERA ROWLEY



Grind the side of the spine in the center of the pool on the opposite side from the starting point to find the first Stat Point. Ollie in the center of the spine to grab it.



Launch off the quarter pipe in the center of the funbox under the white Quiksilver flag. The next Stat Point is just over the flag.



On the wooden railing near the low roller coaster-esque humps is the third Stat Point.



Use the ghetto funbox to grab a grind to the right on the powerlines. Hold the grind on the center wire through the turn to grab the Stat Point on the opposite side of the park from the starting point.



Charge the flower garden to the right of the starting point and pop off the bricks to grab the Stat Point. This is the garden in the corner near the fountain across the street.

GLIFBERG MULLEN STEAMER



The first Stat Point is between the small wooden funbox and the spectator platform. Launch from either the pool or the funbox to grab it.



The next Stat Point is hovering between the flower garden and the spectator booth.



Grind the cinder block wall below the starting point to find the next Stat Point.



Leap into a grind on the power lines via the **High Wire Act** gap and grind all way to the street opposite the starting point. The Stat Point is on the wires near the corner by the spectator booth.



The final Stat Point is above the channel in the pool nearest the ghetto funbox.



HE'S MY SPECIAL BOY!

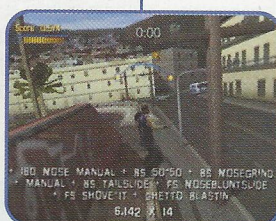
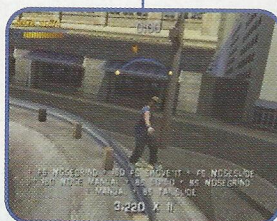
Every skater at this point in the game should have at least one Special Trick slot assigned to a Special Grind and/or a Special Manual. Put them to good use while grinding laps around the perimeter of the park. Save the Special Grind for the concrete wall below the starting point and use the Special Manual for bypassing the spectator platform.



RIO

ILL SCORING

Trick into a grind on the brick flower garden near the spectator platform and trick, manual, and grind over towards the pink funbox near the street to set up for a length counter-clockwise grind trip. Begin the insanity on the guardrail and trick into the next grind atop the bus stop. Flip trick into a Special Grind on the 2x4 railing under the Quiksilver flag. Shove-It off the rail and into another Special Grind on the guardrail for the **Ghetto Rail Gap**. Work the grind around the curve and flip into a different grind on the cinder block wall for the **Short Wall Gap** bonus. Try to incorporate the **Whoopy Rail Gap** when possible, as well. End it any time for well over 230,000 points.



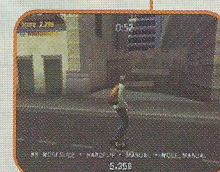
STICK A FORK IN 'DEM

That's right, the competition is done! Throwing a 200K combo onto the score board without any bails is guaranteed to earn a 99.9 from the judges. Select End Run from the Pause Menu to hurry onto the next run without the risk of bailing.



SECRET AREA: GHETTO POOL

From the starting point, make a left and cross the street behind the red funbox. Bust through the already-broken fence to discover a private concrete pool. Air out of the pool to grab each skater's New Deck (all three locations are above this pool) and grind the rail and dumpsters for extra points.



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



Trespass through the wooden fence to the yard behind the apartments. Drop into the pool and launch out of the shallow end, just to the right of the rail near the fence, to grab the New Deck.



CABALLERO, KOSTON, MULLEN, ROWLEY



Sneak into the backyard of the apartments and take a run through the empty pool. Leap from the deepest end of the pool straight into the air to grab the New Deck.



CAMPBELL, LASEK, MUSKA, THOMAS

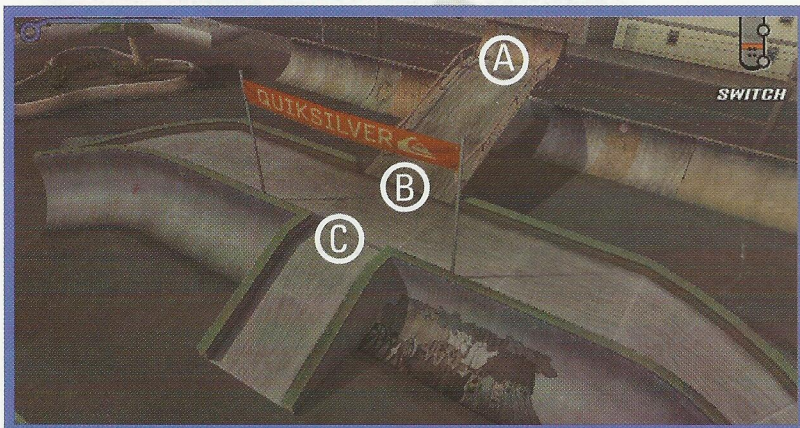


Bust through the wooden fence and take a dip in the pool behind the apartments. Leap out of the pool to the right of the roll-in to snag the New Deck.



GAPS (27)

NEW DECK



A OVER THE PLATFORM 500 PTS

Use the vert ramps below the starting point to alley-oop over the very top of the platform above and land on the ramp on the other side.

B OVER THE BREAK 250 PTS

Grind the green rails of the curving ramps at the starting point and ollie across the gap near the center ramp to continue the grind down the other side. Or air from either quarter pipe to the other, clearing the same gap.

C OVER THE BANK 250 PTS

The same as doing both versions the Over the Break gap, but on the other side of the ramps.



D HIGH WIRE ACT 500 PTS

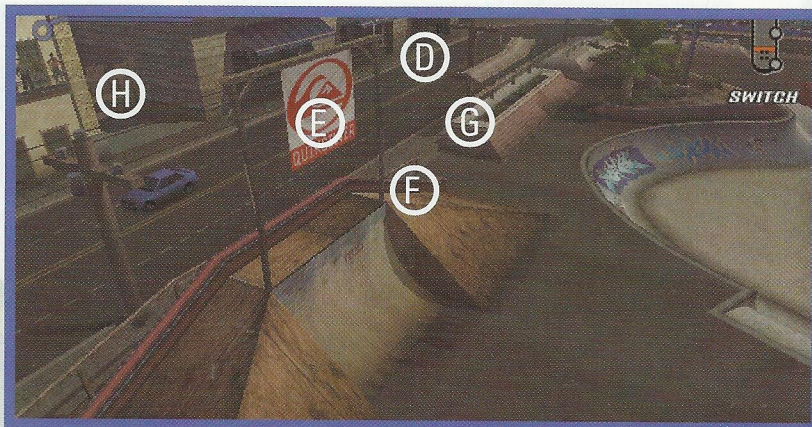
Leap into a grind on the power lines encircling the park.

E GHETTO EXTENSION 500 PTS

Stall atop the Quiksilver flag over the quarter pipe/funbox.

F GHETTO RAIL GAP 100 PTS

Grinding from either the Bus Stop or the guardrail nearby, jump and land in a grind on the wooden rail on the street-side portion of the red funbox with the Quiksilver banner.



F BANK LEDGE GAP 100 PTS

Similar to the Ghetto Rail Gap, but land on the red spine rail in the center of the funbox.

G BUS STOP STOMP 100 PTS

Transfer a grind from any of the nearby edges, ledges, or rails onto the bus stop.

H BENCH TRIPPIN' 50 PTS

In the Ghetto Pool area, transfer and grind between two benches.

H DUMPSTER DIVE 50 PTS

In the Ghetto Pool area, grind, jump, grind between the bench nearest the dumpster, and the dumpster.



I TAKE IT TO DA BRIDGE! 500 PTS

Transfer from a grind on one of the corner guardrails into a grind on the long walkway at the opposite end of the course from the starting point.

J SPECTATOR BOX STOMP 350 PTS

Leap into a grind atop the dilapidated viewing platform (the one with the breakable ladder). The best ramps are the octagonal funbox and the odd shaped planter.



K SHORT WALL STOMP 100 PTS

Transfer a grind from the guardrails in the corners to either of the short cinder block walls nearby.

L CORNER STOMP 100 PTS

Similar to the Short Wall Stomp, but scored when leaping into a grind onto the curving guardrails in the corners.

M WHOPTY RAIL GAP 200 PTS

Grind from either the guardrail or the spectator box, jump, and land in a grind on the wooden railing of the short roller coaster-like ramp.



N 2 WHEELED WHOPTY GAP 250 PTS

Manual over both humps in the roller coaster ramps alongside the street.

O BIG TUNNEL GAP 500 PTS

Transfer over the huge tunnel in the ramps on the far side of the park.

O CAKE WALK LEDGE 2 LEDGE 50 PTS

Start grinding the edge of the walkway on the opposite end of the park from the starting point and ollie into a grind on the other rail.

P RAMP HOP 150 PTS

Head through the tunnel in the pool and up to the wooden quarter pipes across the park. Grind the coping of one of the pipes and ollie over the roll-in to continue the grind on the next ramp.

P QUARTER BACK EXTENSION 250 PTS

Stall on the back of the wooden launch ramps positioned on top of the edge of the pool.

P RED LINE GRIND 500 PTS

Grind either of the red lines strung across the skatepark. Use the roll-ins or launch ramps to reach them.

P RUBY RED LIP 500 PTS

Launch out of the pool, or off of a ramp, into a stall on any of the red cables stretching across the course.

Q CHANNEL GAP 250 PTS

Transfer across the roll-ins in the pool.

R TUNNEL GAP

350 PTS

Carry a load of speed into the pool and transfer over the tunnel in the spine via the quarter pipes on either side of it.

S RAMP 2 RAMP TRANSFER

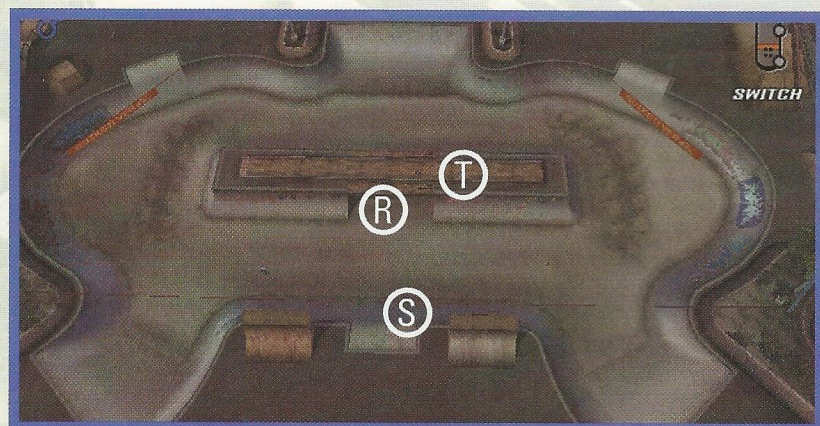
250 PTS

Transfer the two quarter pipes on the opposite side of the park from the starting point. Approach nearly parallel to the ramps to make the leap.

T LIP 2 BOX

50 PTS

Grind the lip of the quarter pipe inside the pool and ollie into a grind on the edge of the narrow box sitting atop the ramps.



NEVERSOFT CHALLENGE

2 WHEELED BOX GAP

250 PTS

No, it doesn't mean there's a box with two wheels to find and trick over.



SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

PUMPKINS



SECRET TAPE



SUBURBIA

UNLOCKED WITH ONE MEDAL.

COURSE GOALS

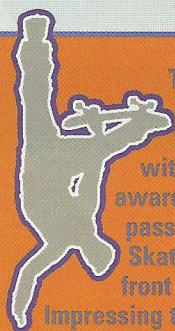
- Get a High Score: 55,000 points
- Get a Pro Score: 110,000 points
- Get a Sick Score: 200,000 points
- Collect S-K-A-T-E
- Get the Secret Tape
- Nosegrab Between the Ramps Gap -or- Heelflip the Trailer Hop
- Squash 5 Pumpkins
- Help the Thin Man
- Restore Power to the Dish

COURSE OVERVIEW

Jump out of bed, get dressed, and roll down the driveway: the old school, no-frills start to a typical skate session. Back before skateparks started popping up like acne on a grom's face, the neighborhood streets, sidewalks, and occasional backyard pool or half pipe were all most skaters had. And it was, to use the term of the day, *rad!*

The Suburbia course has the familiarity of neighborhood skating, but with enough pools and half pipes to put all but the best skateparks to shame. The neighborhood has a handful of distinct areas to assemble very different scoring lines: a trailer park, a construction site, a couple of houses, and even a haunted mansion. Of course, skaters aren't alone while out and about on this fall afternoon. Pedestrians, carpenters, and guys trying to get their grill to light are also enjoying this taste of Indian summer. Finally, an ever-hopeful ice cream truck endlessly circles the neighborhood, so be careful when crossing the street.

SCORING LINES



The Pro Skater series has always allowed skaters to interact with their surroundings, but never before with pedestrians! A new feature awards a Spectator Bonus for impressing passersby on the streets. As with the Skaters in Canada, trick impressively in front of them to get the bonus.

Impressing the peeps on the street nets 500 points worth of "Ped Props" and a multiplier.

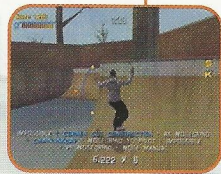
Suburbia offers up so many different scoring options, skaters everywhere will be lining up to move in. Let's see where they might be living and shredding.

The low-rent option is the trailer park. There's no denying the allure of the incredibly obvious **Twister Bait Gap** and **The Holly Matchet Rules Transfer**, but true trailer titans will go for a more difficult line. Blast off the back wall for speed and charge the narrow quarter pipe near the door of the peach colored trailer and transfer the trailer to the right. Revert out of the landing into a manual and wheel all the way into a stall atop the picnic table for the **Picnic Lip Tric!** gap. Come out of the landing into a manual and, if speed is in abundance, go for either of the two transfers mentioned earlier.



SUBURBIA

Clear across the neighborhood is a construction site with a very potent scoring combo. Leave the cul-de-sac, head towards the fire truck and hit the kicker on the left to leap into a grind on the chainlink fence for the **Corner Cut Construction** gap. Hold the grind and ollie over the break in the fence to score the **Chainlink Gap** multiplier. Try to land in a Special Grind on the fence and get ready to hop the wall into the Richey's backyard. Keep straight and land in another grind on the right-hand side of the box. Ollie into a manual and balance it down the roll-in towards the ramps straight ahead. Transfer the quarter pipes for the **Riches to Riches Mini-Gap** and ride it out for big points.

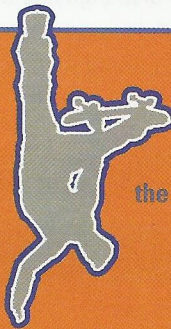


In true Goldilocks fashion, not all of the houses in this neighborhood are too rich or too poor; the gray house, especially its backyard, is just right. Crash through the broken fence and turn to the left. Ride up the quarter pipe and stall on the bar above it for the **Raisin' the Bar!** gap. Shove-It out of the stall and Revert into a manual. Hop into a counter-clockwise Special Grind on the lip of the pool and hold it for one and a half laps and end up facing the Stop sign on the house. Leave the grind and manual up the ramp under the Stop sign and stall on the edge of the roof for the **Raisin' the Roof!** gap.



POOLSIDE INSANITY

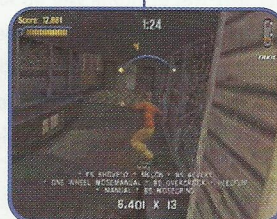
If Rail Balance stats are 7 or higher, hold the Special Grind for over two laps around the pool. Manage both gaps and a Revert out of the final landing and this combo scores over 300,000 points!



The following combination relies heavily on the ability to Revert out of aerial transfers. Also, it requires having already completed the Help the Thin Man goal.

ILL SCORING

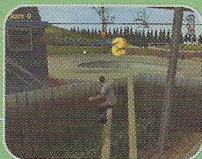
Pay the trailer park a visit and start tricking off the vert ramps to boost the Special Meter to its full capacity. Set up to hit **The Holly Matchet Rules Transfer** and land near the vertical picnic table. Manual between the two quarter pipes and "slice a Melon" on the ramp in the distance. Revert out of the landing and ollie into a Special Manual and roll it back to the ramp. Climb the ramp and pop into a grind on the lip of the quarter pipe. Grind towards the haunted house, Kickflip into another manual and quickly begin grinding the short wall on the right leading into the haunted house. Heelflip off the wall and manual up the banked wall to snag the **I Got A Bad Feeling About This!**. Revert out of the landing and either end the combo with a stall on the opposite ramp or go big with the **Look out Behind You!** gap.



HAWK, GLIFBERG, MARGER, REYNOLDS, THOMAS

S

Cross the street from the starting point and grind up the angled 2x4's to the top of the fence. The S is right on top.



K

Roll up the ramped walkway to the roof of the gray house and leap from the lip of the launch ramp towards the trailer park. The K is on the edge of the ramp.



A

The A is on top of the upright picnic table in the trailer park. Stall on top of the extension to grab the letter and the **Picnic Lip Trick!** gap as well.



T

Grind the short wall in front of the haunted house.



E

The E is just above the quarter pipe on the side of the house under construction. The ramp is directly across from the haunted house.



CABALLERO, KOSTON, MULLEN, ROWLEY

Make a beeline for the trailer park and grind up the clothesline on the right of the Utopia sign to find the S.



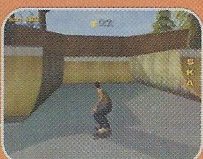
The K is just above the dirt wall in the trailer park opposite the haunted house.



Leave the trailer park and ollie onto the roof of the truck parked on the street near the gray house.



Head through the carport of the nice home and head left. The T is above the wall opposite the Pumpkin.



The E is on the roof of the nice house, on the side nearest the construction site. Use the roll-in to get on top of the ramps and head up onto the eve on the left-hand edge of the house.



CAMPBELL, LASEK, MUSKA, STEAMER

Right next to the fire truck is a large kicker up against a chainlink fence. Leap off the ramp to grab the S on the way into the construction site.



The K is on the brick wall behind the Richey's house, right where it meets the chainlink fence near the construction site.



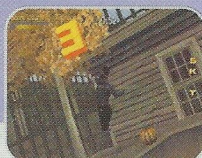
Go around the gray house to the trailer park and roll up the straight ramp to the top of the nearest blue trailer. The A sits on top of this lovely singlewide.



Also in the trailer park, the T is on top of the clothesline stretching between the spine and the half pipe.



The E is above the banked wall on the side of the haunted house nearest the fire truck.



GET THE SECRET TAPE

Follow the instructions for the helping the Thin Man to gain access to the haunted house secret area. Roll down the hallway and hit the **Haunted Backyard Transfer** gap to leap over the wall into, well, the backyard.

Trick off the back wall of the yard to gain speed and then leap up and over the tall ramp against the back of the house to crash through the upstairs window. Bats immediately appear, but don't be frightened. Slow down and align with the center of the hallway, leap through the glass windows, and land in a grind on the flagpole to grab the Secret Tape.



NOSEGRAB BETWEEN THE RAMPS GAP

Hawk, Caballero, Glifberg, Lasek

Push over to the trailer park and trick off the wall with the upright picnic table to gain speed. Charge the left-hand quarter pipe and transfer to the spine in the center of the lot. Grab a handful of nose on the way over the gap.



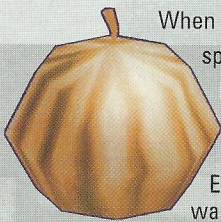
HEELFLIP THE TRAILER HOP

Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas: Dick, Carrera

Head over to the trailer park and build up Special Meter by tricking off the quarter pipes and the ramps along the dirt wall. Skate over to the back corner of the lot and use the board near the blue trailer to leap over it towards the half pipe for the **Trailer Hop** gap.



SQUASH 5 PUMPKINS



When it comes to wreaking havoc across suburbia, nothing this side of the law is quite as fun as spending a night smashing pumpkins with friends. A handful of these novelty vegetables have been left out far too long. Help the neighborhood clean up after the holidays by squashing them with a skateboard.

Enter the backyard of the Richey's house and use the ramp on top of the deck to grind the brick wall near the construction site. The first Pumpkin is on the wall.

Bust through the hole in the fence to the backyard of the gray house where the two guys are grilling. The next Pumpkin is sitting on top of the quarter pipe nearest the house with the satellite dish.



The next Pumpkin is out front of the gray house, just across the street from the trailer park. Grind the curb to smash the little bugger.



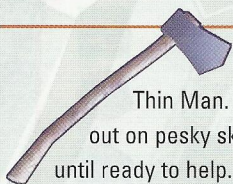
Continue the counter-clockwise assault to the trailer park and grind the street-side lip of the half pipe to find the next target.



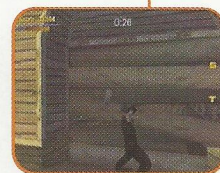
Roll on up to the front porch of the haunted house and crush the Pumpkin resting on the banked wall in the corner.



HELP THE THIN MAN



Up the path from the trailer park towards the haunted house is the Thin Man. Not at all happy about finding his home boarded up, taking his anger out on pesky skaters is about the only thing that cheers him up. Keep away from him until ready to help.



Skate on over towards the construction site. There are two rows of wood laid out on sawhorses. Grind the row of wood nearest the fire truck to pick up an axe. Not of use to skaters, the axe should be handed off to the Thin Man. Armed with the long handled cleaver, he'll be able to chop through the barricade on the haunted house, opening up a Secret Area.

HEADS UP DISPLAY

Not sure of having the axe? A small cleaver icon appears on the left side of the screen when its in a skater's possession.



SECRET AREA: HAUNTED HOUSE

Once the Thin Man has the axe, he chops down the wooden boards, opening the haunted house for skating. At first it appears that the hallway leads to a dead end. Transfer over the wall on the right to enter the backyard. The backyard has a couple of hard to reach rails, a lengthy wall to grind, and a very pool-like design thanks to the banked walls. Despite the various tombstones in the corners, the real secrets of this area are most certainly not six feet under.



RESTORE POWER TO THE DISH

The satellite dish atop the Richey's home is on the fritz and they need help. Restore the power by clearing the two power lines of tree branches. Roll up the ramped walkway to the roof of the gray house and slowly inch over towards the pool.



The first of the two power lines extends off the corner of the house and can be seen from the plywood decking. Grind the cable from the gray house to the house next-door, knocking off two sparking tree branches in the process.



DO YOU SMELL WHAT THE SKATER IS COOKIN'?

Vicious skaters can pick up an extra 100 points and a multiplier for running over any squirrels while they grind. Settle for the "Squirrel Stew" bonus or head down to the grill for a taste test.



Once on the orange roof of the nicer home, roll up to the peak and grind the second cable back across to the gray house. This knocks two more branches off the lines and restores the power to the dish.



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



STAT POINTS



75

**HAWK
KOSTON
MUSKA
THOMAS**



Grind the rope down from the half pipe in the trailer park to the path leading up to the Thin man near the haunted house.



Bring the Thin Man the axe and transfer over the wall into the backyard. The Stat Point is just above the wall.



The next Stat Point is on the corner of the under-construction house nearest the pool. Grind up the angled 2x4 near the workers and hold it towards the pool.



Use the narrow quarter pipe on the left of the peach colored trailer to leap into a grind on the power lines behind it. Grind to the right to pick up the next Stat Point.



The last of the Stat Points on this line is right over the front porch of the Richey's house. Use the small patch of sloped grass alongside the steps to alley-oop up to it.

**CABALLERO
LASEK
REYNOLDS**



The first Stat Point is on the edge of the blue trailer in the back of the lot; this is the same trailer used in the "Heelflip the Trailer Hop" goal.



Clear across town, on the edge of the pool near the new house, is the next Stat Point. Grind the lip of the pool past the primo graffiti to grab it.



The next Stat Point is hovering over the right-hand quarter pipe near the fire truck. Pick it up on the way over the **Street Transfer**.



Give the Thin Man his axe and head down the hallway to transfer to the backyard of the haunted house. Just above the wall is the next Stat Point.



The next Stat Point is on the power lines that run across the street. Leap into a grind from the ramp near the wooden fence, or climb up the ramps to the top of the gray house, leap the railing onto the roof nearby and ollie into a grind.

**CAMPBELL
MARGERA
ROWLEY**



Grind the rope from the half pipe in the trailer park down towards the front door of the haunted house.



Bring the Thin Man the axe and head through the hallway. The Stat Point hangs just above the wall.



The next Stat Point is against the back of the gray house, just above the quarter pipe nearest the street. Grab the Stat Point and grab a hold of the bar above it for the **Raisin' the Bar!** gap.



Grind the line connecting the two trailers nearest the gray house to pick up the next Stat Point.



Another Stat Point is on top of a pair of power lines in the backyard of the gray house. Head to the backyard of the haunted house, and then leap up to the roof above the third floor. Leap over the steeple towards the front of the house and grind on the wires.

**CLIFBERG
MULLEN
STEAMER**



The first Stat Point is on the very top of the Richey's house. Follow the wall with the Pumpkin onto the roof of the house and then ollie onto the top to grab it.



Skate on over to the gray house's backyard and leap off the vert ramp under the stop sign. The Stat Point is hanging just above it.



The next Stat Point is on the left-hand quarter pipe down near the fire truck. Grab it while going for the **Street Transfer** gap.



Push up the ramp to the roof of the gray house and hop over the small rail to the roof over the two guys on the street. Ollie into a grind on the power lines, then ollie again onto the lines leading off towards the haunted house. The Stat Point is just past the utility pole.



Give the Thin Man the axe and stroll through the hallway of the haunted house to the wall in the back and grab the Stat Point above the wall.

SUBURBIA



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



Skate onto the top of the ramps in the nice house's backyard and work around past the Pumpkin. Grind the leftmost edge towards the front of the house and hold the grind onto the wall and through the yellow-leaved tree to the

New Deck.



CABALLERO, KOSTON, MULLEN, ROWLEY



The New Deck is on the eave of the Richey's house, just below the satellite dish. Grind the lower cable over from the gray house as required by the Restore the Power to the Dish objective and grab the New Deck at the house.

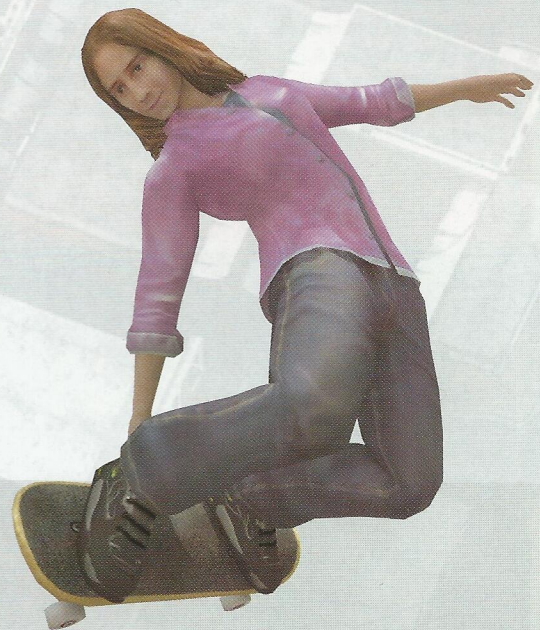


CAMPBELL, LASEK, MUSKA, THOMAS



This New Deck location is a bit tricky to reach, as it's on the very top of the house that's still under construction. Grind the first-story frame of the house and Ollie onto the plywood laying on the second story.

Use the ramps set up against the wall to leap up and grab the Deck.



GAPS (57)

A STOP GAP

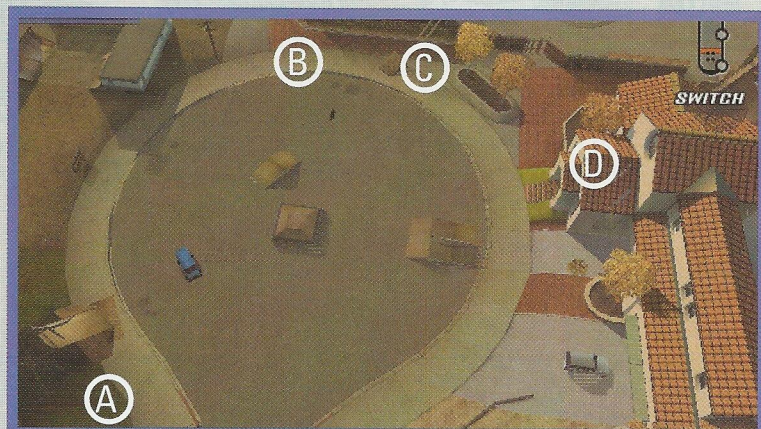
100 PTS

Grind the bent over stop sign and hold it onto the right-hand wall leading up to the haunted house.

B MANUAL THE SAC!

1000 PTS

Manual the entire length of the sidewalk. Yep, a complete lap around the cul-de-sac!



C UP N'OVER 50 PTS

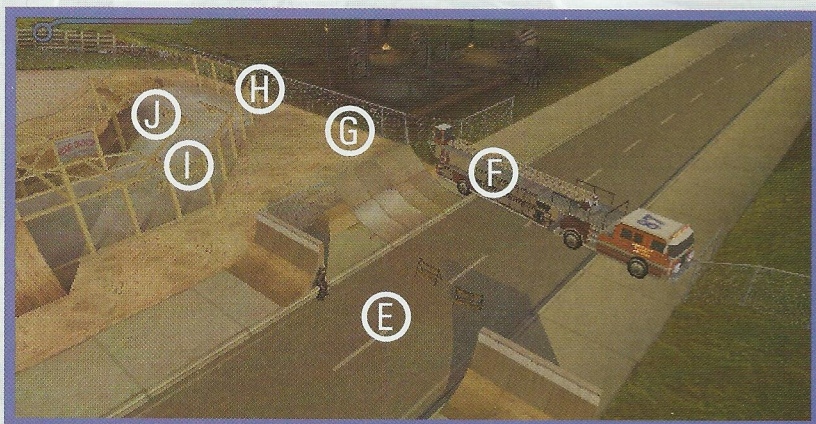
Cross the cul-de-sac towards the fence near the gray house's backyard. Leap off the small kicker on the sidewalk into a grind on either of the pieces of wood propped against the fence.

D DING DONG DITCH TRANSFER 500 PTS

Transfer between the two patches of grass near the front door of the Richey's house.

D SMACK CITY GAP 50 PTS

This is near the same as the Ding Dong Ditch Transfer gap, but transfer over the entire front porch of the Richey's house.



E STREET TRANSFER 500 PTS

Transfer the quarter pipes set up by the fire truck.

F FIRE FIGHTER 100 PTS

Grind the ladder atop the fire truck and transfer into a grind on the chainlink fence near the haunted house.

G CORNER CUT CONSTRUCTION 100 PTS

Leap from the kicker near the fire truck onto the chainlink fence near the smoldering house.

G ON SITE CONSTRUCTION 100 PTS

Use the large kicker ramp nearest the fire truck to leap into a grind on the frame of the house being constructed.

H FENCE TRIPPIN' 100 PTS

Leap into a grind on the chainlink fence along the street near the fire truck.

I PLYWOOD POP 50 PTS

Grind the laid out pieces of wood in the construction site and jump into a grind on the other piece.

J 2X4 HOP 50 PTS

Use the small kickers near the construction site to hop into a grind on the cut pieces of wood on the saw horses.

J WHERE'S YOUR HARD HAT? 250 PTS

Use either of the small kicker ramps at the construction site to leap into a grind on the frame of the house.



K GRABBIN' PINE!

100 PTS

Use the wooden quarter pipe on the street to lip trick on the frame of the house under construction.

K OVER UNDER CONSTRUCTION

100 PTS

Use the ramps on either side of the house under construction and grind the beams up and over where the roof will eventually be.

L HOWDY NEIGHBOR PART I

75 PTS

Launch out of the pool near the construction site and land in the Richey's backyard.

L HOWDY NEIGHBOR PART II

75 PTS

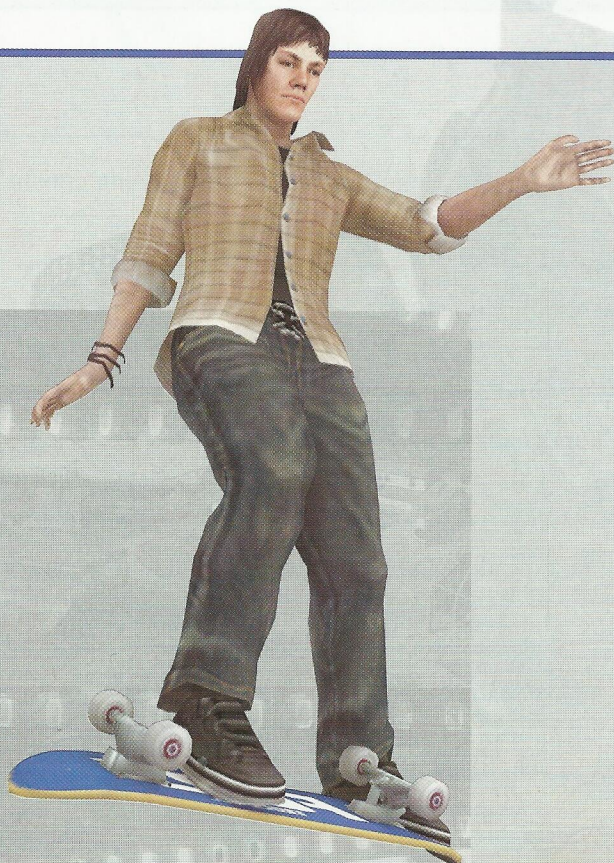
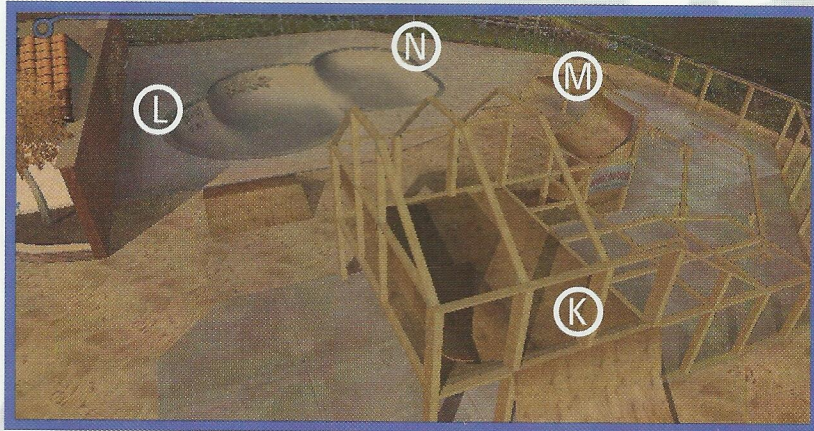
Leap from the Richey's backyard over the wall to the construction site.

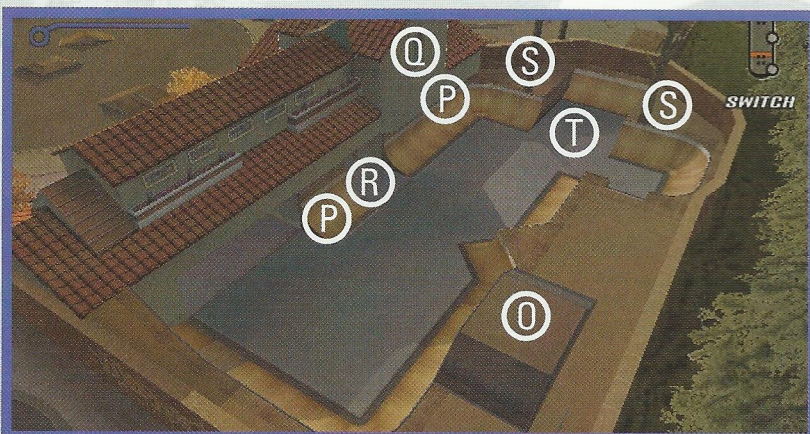
M HOP THE FENCE 50 PTS

Head over to the construction site and pop off the small kicker between the frame and the pool and land in a grind on the chainlink fence.

N CHAINLINK GAP 50 PTS

Follow the directions for the Corner Cut Construction gap and hold the grind around the yard past the pool. Ollie over the break in the fence and continue the grind to score the gap.





O RICH HUMP HOP 50 PTS

Skate to the backyard of the Richey's house and push up the rollin to get on top of the ramps. Pop off the small ramp on top and clear the landing.

P ROOF RAGE LEVEL I 100 PTS

Enter the backyard of the Richey's house and use the ramps to lip trick on the lowest edge of the house's roof.

Q ROOF RAGE LEVEL II 100 PTS

The same as the Roof Rage Level I gap, but requires the lip trick be done on the highest point of their roof.

R CASH MONEY TRANSFER 75 PTS

In the Richey's backyard, transfer over the right-hand carport via the quarter pipes.

S TRICK UP A TREE! 100 PTS

Pop off the ramps in the backyard of the Richey's house and lip trick on the blocks in either of the trees growing out the top of the ramps.

T RICHES TO RICHES MINI-GAP 50 PTS

The mini-skatepark in the backyard of the house with the satellite dish has two ramps with trees growing out the tops. Transfer between these ramps to score the gap.



A NUDE FENCE GAP 100 PTS

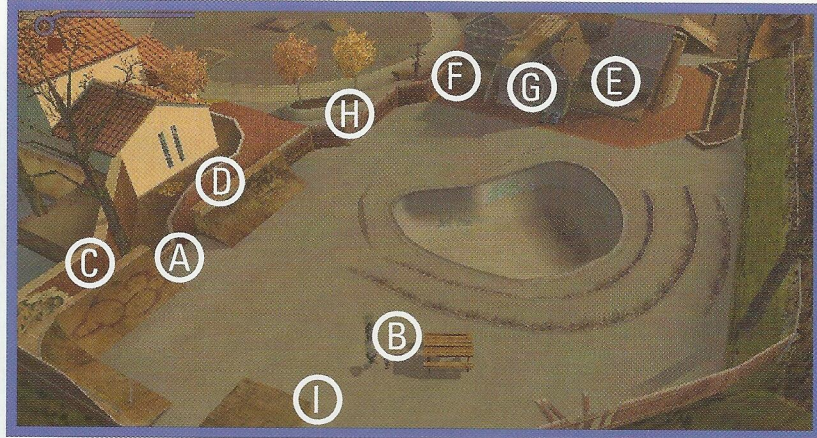
Go to the backyard of the house with the heavily-graffitied quarter pipes and pool. Transfer the two quarter pipes near the guys at the barbecue.

B HOT FOOT 50 PTS

Ollie over the barbecue grill.

C WALL HOPPIN' 50 PTS

Leap from the quarter pipe in the nice house's backyard over the wall towards the guys at the BBQ.



D SOCIAL CLIMBER 150 PTS

Transfer over the wall from the quarter pipe near the guys at the smoky barbecue to the roof of the Richey's house.

E RAISIN' THE ROOF! 100 PTS

Skate over to the backyard of the gray house and stall on the roof. Use the quarter pipe below the Stop sign.

F RAISIN' THE BAR! 100 PTS

The same as the Raisin the Roof! gap, but with the quarter pipe to the left. Stall on the bar above it.

G WHOSE HOUSE?...SKILLZ HOUSE! 1000 PTS

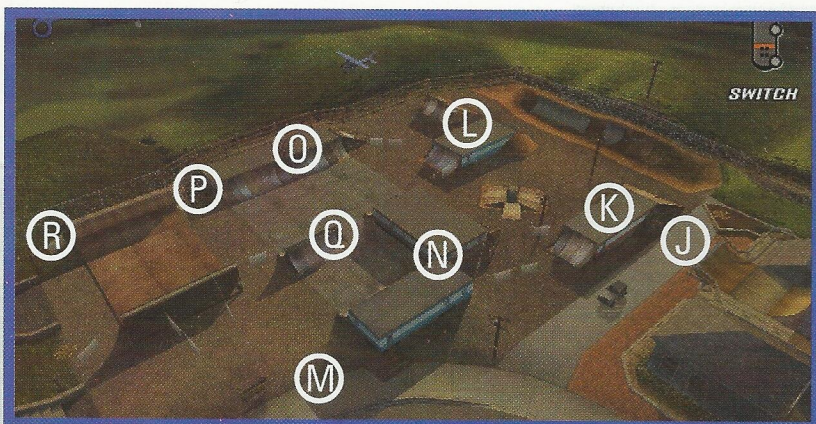
Take a whole lot of Air, Hangtime, and Ollie stats, as well as a fully-lit Special Meter, into either of the quarter pipes against the gray house and transfer over the roof to the other ramp. Chances are, this is a gap to return to with maxed stats later in the game.

H POWER UP GAP 250 PTS

Start grinding the upper power line leading across the nude bowl and leap into a grind on the lower line.

I SMELLS LIKE SOME BBQ! 50 PTS

Hit the kicker ramp near the guys at the BBQ and ollie into a grind on the wooden fence.



J TRAILER ROOF GAP 100 PTS

Leap from the launch ramp on the roof of the gray house onto the blue trailer nearest the street.

K TWISTER BAIT GAP 50 PTS

Trick off the dirt walls in the trailer park and use the straight-angled ramp to clear the red-striped trailer in the back of the lot near the gray house.

L TRAILER HOP 100 PTS

Trick off the dirt walls in the trailer park and use the straight-angled ramp to clear the blue trailer in the back of the lot.

M UTOPIA SIGN GAP 250 PTS

Roll up onto the blue trailer nearest the street and leap into a grind on the Utopia sign.

N MANSION ON WHEELS TRANSFER 250 PTS

Grab a fistful of speed and hit the narrow quarter pipe adjacent the peach and white trailer. Pull hard to the right to transfer the trailer and land on the vert ramp set up near the street. This gap can be scored in the opposite direction, but the landing pad is very narrow, so be careful.

O PICNIC LIP TRIC! 100 PTS

Stall on top of the vertical picnic table in the trailer park.

P THE HOLLY MATCHET RULES TRANSFER 50 PTS

Transfer from the half pipe near the haunted house to the quarter pipes nearer the trailers.

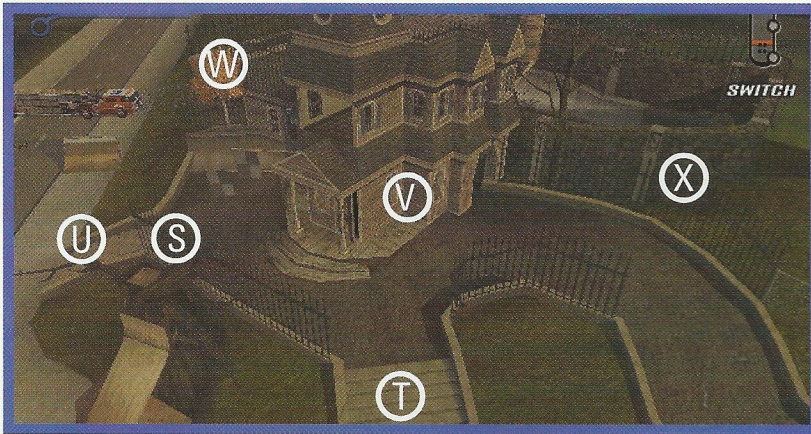
Q BETWEEN THE RAMPS 50 PTS

Transfer over the gap opposite the picnic table in either direction.

R TRAILER FENCE HOP 50 PTS

Grind the coping of the half pipe towards the haunted house and leap into a grind on the chainlink fence.





S SPOOKY DROP

100 PTS

Follow the directions for finding the Secret Tape and ollie off the end of the beam the Tape is on.

S HEADLESS HORSEMAN GAP

500 PTS

Charge up the ramp at the base of the starting point tree from and launch up and over the tree into the front yard of the haunted house.

T HAUNTED STAIR SET I

50 PTS

Ollie the stairs leading down from the haunted house to the trailer park.

U HAUNTED STAIR SET II

50 PTS

Clean the stairs leading down to the street from the front door of the haunted house.

V LEAVE THIS PLACE

500 PTS

Get onto the uppermost half pipe on the roof of the haunted house and grind the wires down from the side of the roof to the first utility pole in the trailer park.

W RETURN TO THE LIVING

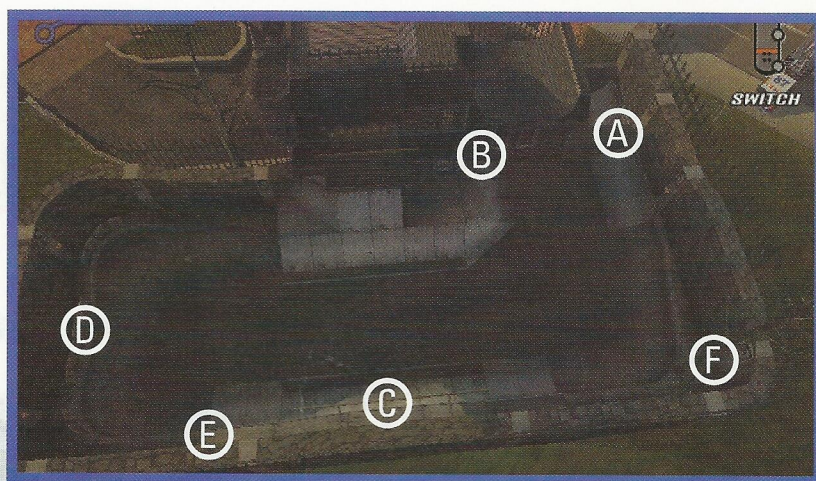
500 PTS

Enter the backyard of the haunted house and hit the Look Out Behind You! gap. Sky up to the roof of the third floor and trick off the left-hand side of the half pipe. Leap up and over the steeple and land in a grind on the power lines leading across the street. Hold the grind across the neighborhood to trigger the gap.

X NO MAN'S LAND GAP

150 PTS

Enter the backyard of the haunted house and grind the wall nearest the half pipe in the trailer park. Leap from the grind over the iron fence and onto the path where the Thin Man was.



A I GOT A BAD FEELING ABOUT THIS! 100 PTS

Give the Thin Man the axe and roll through the hallway towards the wall at the end. Transfer over the wall to the banked wall on the other side.

B LOOK OUT BEHIND YOU! 100 PTS

Alley-oop into the backyard of the Haunted House and use the wall to launch onto the roof of the house.

C SO COLD... 50 PTS

Enter the backyard of the haunted house and perform a lip trick on the steel bar directly across from the entrance to the upstairs hallway.

D NO REST FOR THE WICKED GRIND 100 PTS

Grind across the tombstones in the backyard of the haunted house.

E WAKE THE DEAD GRIND 250 PTS

Grind the lower ledge of the haunted house's backyard wall. Hold the grind for a lap around the yard to score the gap.

F SCARY TREE PLANT 100 PTS

Lip trick on the tree in the corner of the haunted house's backyard.

NEVERSOFT CHALLENGE

AIRPLANE DROP 5000 PTS

Is more help needed than the name?



SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

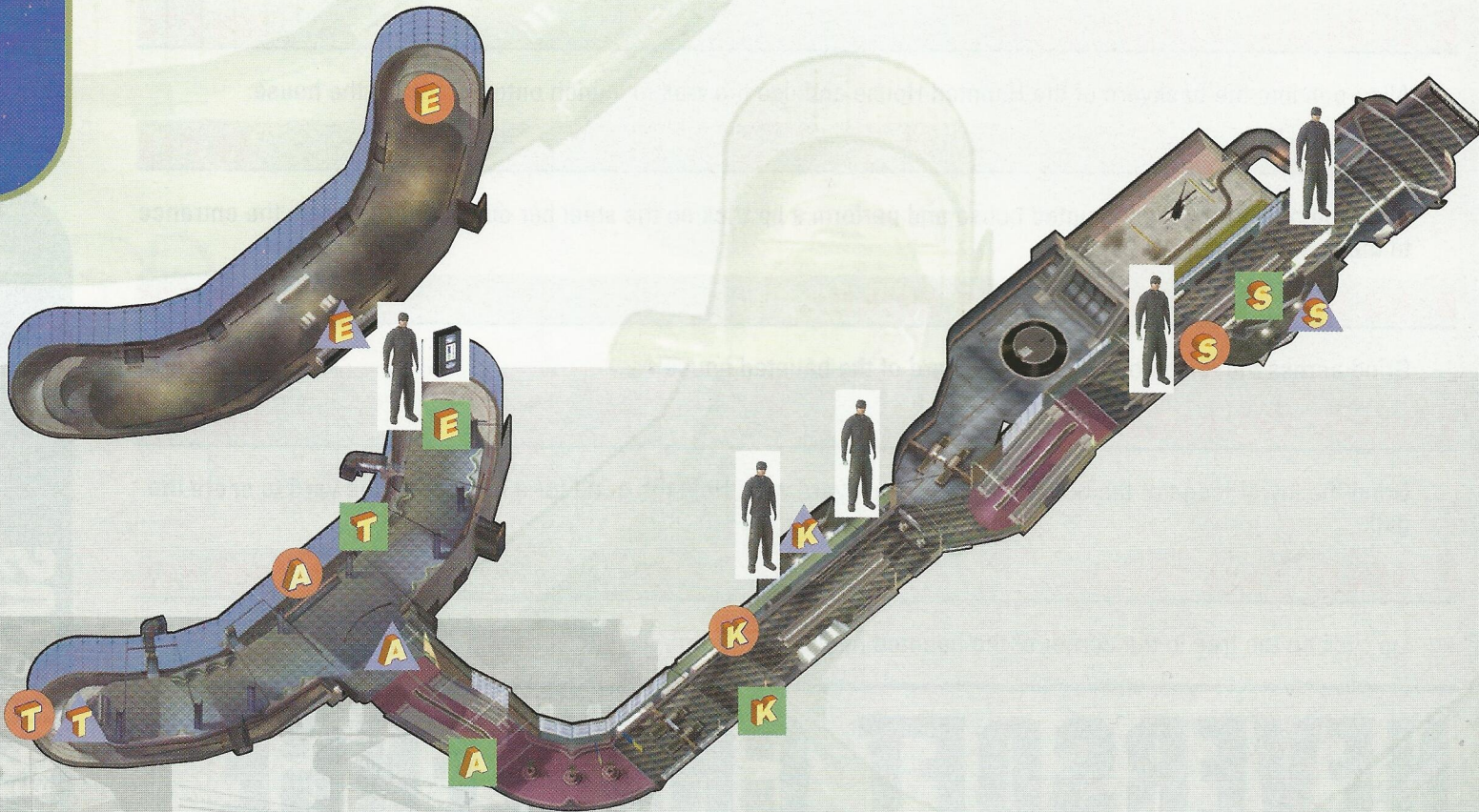
CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

PICKPOCKET



SECRET TAPE



AIRPORT

UNLOCKED WITH 18 GOALS COMPLETED.

COURSE GOALS

Get a High Score: 75,000 points

Get a Pro Score: 150,000 points

Get a Sick Score: 300,000 points

Collect S-K-A-T-E

Get the Secret Tape

Airwalk Over An Escalator -or-
Crooked Grind Around Baggage
Claim

Visit 10 Countries

Get the Tickets to Your Skate
Buddy

Stop the Pickpockets

COURSE OVERVIEW

Thank you for selecting Hawkair Airlines! We realize that you have many air travel options these days, and we hope to make your flight experience as enjoyable as possible. For your convenience, all areas of the terminal are equipped with miles of grind-worthy rails in addition to the lengthy overhead fluorescent lighting—go ahead and stomp them, we don't mind. Hawkair hasn't forgotten the vert skater, heaven's no! A few walls in the terminal have been banked to allow for maximum hangtime potential. Finally, if time permits, we encourage all skaters to explore our cargo area. It's essentially a boomerang-shaped half pipe with closed ends. Grind circles around the baggage boys or soar high over their heads; Hawkair Airlines is all about freedom.

The Airport consists of an elongated terminal area that leads down two lengthy escalators to the gates area. There, the course forks: head to the right for the northern gates, to the left for the southern gates. At both ends of this area are spiral walkways leading down to the cargo area where large banked walls make it an excellent place to run through vert tricks. Finally, a secret helipad outside the baggage claim area is there for those who don't mind a trip through an X-Ray machine.

SCORING LINES

Kick off a holiday adventure by leaping from the payphone kiosk on the left into a grind on the lights for the **Illuminatin'** gap. Trick in between the lights and keep on grinding to the end. Ollie off and mix a flip trick in with some rotation into a grind on the escalator below. Ollie over the rent-a-cop into a grind on the rail below the Nokia sign. Trick into a manual at the corner and pop into a Special Grind on the center rail of the moving sidewalk for the **Walkway Ride 2!** Gap. Manual off the rail and to the left to transfer over the metal detectors for the **O the S** gap.



Another potent scoring combo leads off in a different direction from the starting point. Head through the X-ray machine behind the ticket counter on the right and leap into a grind on one of the escalators. Hop into a different grind on the baggage claim carousel and ride it long enough to trigger the **Grind Baggage Claim** gap at least once or twice. Time the jump so that momentum tosses the skater into a grind leading towards the metal detectors. Maintain the grind over the various rails lining the area, being sure to hit the **Claim Hop!** gap. Ollie off the rail after triggering this last gap to cash out.



AIRPORT

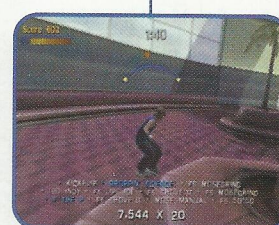
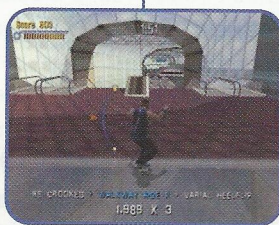


The cargo loading area in the basement may be off limits to passengers, but no rent-a-cop is going to venture that far from the snack bars to pose a problem to skaters. Roll down one of the spiral walkways and start tricking off the walls to boost the Special Meter. Leap off the banked wall and perform a Special Trick, Revert out of the landing, and manual into a grind on the wall across the way. Switch up the grind when going past the cargo crates and Heelflip into a Special Grind to continue scratching up the wall. Mix in one or two **Light Hop!** gaps by transferring from the wall to the lights and then back to the wall. Kickflip or Shove-It out of the grind once the skater starts to wobble and end up with mad points!



ILL SCORING

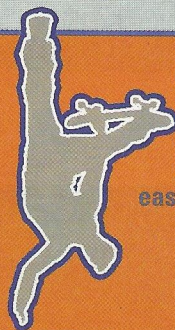
Kick this potent combo off right from the starting point. Kickflip into a grind on the Hawkair counter, ollie off into a manual and Special Grind the center handrail of the moving sidewalk for the **Walkway Ride 1!** gap. Manual straight ahead and leap off the small ramp at the top of the escalators to land in a grind on the lights for the **Takin' the High Road** gap. Heelflip Varial into a grind on the lights running off to the right, and then leap again onto the lights above the walkway for the **Droppin' Science** gap. Grab some air off the end of this row of lights to land in another grind on the lights near the women's restroom on the right. Ollie the gap and continue the grind over the metal detectors to add the **O the S** gap to the chain. Shove-It off the lights and touch down to end the combo, or manual into a crazy merry-go-round styled grind on the purple seats in the center.



SECRET AREA: HELIPAD

Wondering how to say goodbye to that whirlybird visible through the windows in baggage claim? The way to the helipad is out through a baggage conveyor belt.

From the starting point, hop over the counter on the right and ollie onto the conveyor belt to take a ride through the X-Ray machine.



Be ready for some blinding light while travelling through the X-Ray machine. Be extra careful if trying to manual or grind the belts, it's very easy to lose balance.

COLLECT S-K-A-T-E

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

Leap from the payphone kiosk nearest the starting point onto the lights above. Grind the lights and ollie at the end.



The K is in the same position as the S, but with the telephone-to-lights jump near the ladies' restroom.



The A is near the last batch of escalators leading down to the gates. Grind down the center handrail of the pair on the left to pick it up.



Head to the right at the bottom of the last set of escalators. The T is hovering high above the first narrow quarter pipe on the left.



The E is positioned above the large bank of monitors in the northern end of the terminal. Continue heading in the same direction as if getting the T.



CABALLERO, KOSTON, MULLEN, ROWLEY

Grind the center handrail of the very first moving sidewalk.



The K is on the right-hand row of lights behind the scrolling message sign. Follow the **Takin' the High Road to Droppin' Science!** route or leap up to the lights from the monitor below the message sign.



Charge the short, banked wall directly across from the bottom of the last escalators. The A hangs above this ramp in the center.



Grind the **Spiral Stairs South** gap down from the Bermudan flag to the cargo area.



The E is in the northern end of the cargo area on a red rail behind the spiral stairway. Grind the wall or the rail to grab it.



CAMPBELL, LASEK, MUSKA, STEAMER

Enter the men's room near the starting point and grind the wall of urinals.



Comin' through ladies! Grind the ledge over the sinks in the ladies' bathroom.



Leap from the ramp in between the last escalators and land in a grind on the lights for the **Last High Light** gap. The A is next to the lights.



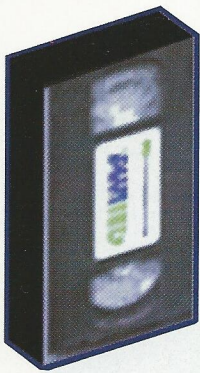
Make a left at the bottom of the last escalator to skate over to the southern gates. Launch off the large bank of monitors near the spiral walkway.



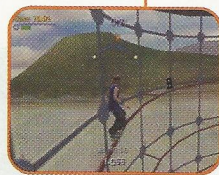
The E is in the basement area, atop some crates near the wall. Grind the ledge and transfer into a grind on the crates to grab the letter.



GET THE SECRET TAPE



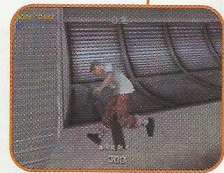
The Secret Tape sits on the highest rail in the northern section of the terminal. Make a right at the bottom of the escalator furthest from the starting point to head down to the northern end. Charge the narrow ramp to the left of the French flag and land in a grind on the uppermost rail on the right. Hold the grind around the curve to grab the Secret Tape.



AIRWALK OVER AN ESCALATOR

Hawk, Caballero, Glifberg, Lasek

Enter the baggage claim area and use the banked walls against the back wall to alley-oop over either of the escalators. Toss an Airwalk into the jump to complete this objective while grabbing the **Escalatin' the Situation** gap.



CROOKED GRIND AROUND BAGGAGE CLAIM

Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas, Dick, Carrera

Roll on up to the baggage claim carousel and snap into a Crooked Grind on the lower edge. Hold the grind for a full rotation to trigger the **Grind Baggage Claim** gap. Ollie off and land before the nausea sets in.



VISIT 10 COUNTRIES

Continue descending the escalators and ramps to the boarding area of the Airport and head to the section near either of the spiral walkways. At each end of the terminal are the flags of 5 different countries. And while it may be taboo to allow a flag to touch the ground, nobody said anything about shredding them with a skateboard. Is that wrong?



Make a right at the bottom of the escalators (watch out for the rent-a-cop) to head to the terminal's northern end. Hop into a grind on the last red rail on the right-hand (if approaching the walkway) side. Tap Left and Right on the Directional Buttons to maintain balance and rip through the Jamaican, Canadian, United States, Australian, and French flags.

Ollie off the rail and jet on over to the south side of the terminal. Once again, hop into a grind on the last rail on the right and grind counter-clockwise through the flags of Bermuda, Chad, Mexico, Russia, and Great Britain.



REWARDS PROGRAM

Hawkair Airlines appreciates their customers, especially those who travel overseas with them. Cash in "miles" by hopping into a Special Grind when beginning northern and southern trips to put those Gap multipliers to good use. A successful trip through each hemisphere can earn a combined 180,000 points without so much as one other trick.



GET THE TICKETS TO YOUR SKATE BUDDY

Homeboy is so worried about fitting his board into the overhead compartment that he forgot his Tickets on the counter. If he's to catch the plane to the O2-Games, he needs someone to bring him his Tickets.

GET YOUR OWN TICKETS!

Don't skate by your buddy without the tickets, or be prepared for a minor rash of hostility. Not only will he shout "stupid", but also he'll swing his board out. Steer clear of him to avoid going down.



From the starting point, hop into a grind on the Hawkair counter on the left to pick up the Tickets. Avoid the travelers, the security guards, and don't show off. After a bail, the Tickets are placed back on the counter, making it necessary to hoof it back to the starting point. With the Tickets in hand, skate through the main concourse and hang a left at the bottom of the last escalator to head over to the southern gates. Your Skate Buddy is on the right, just before the Bermudan flag.



TICKET VOIDED!

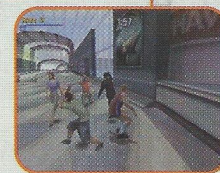
Security is pretty tight at the Airport and the Ticket will automatically become voided by going through the metal detectors with it. Transfer over the security checkpoint via the banked walls on the left. In other words, **O the S!**



STOP THE PICKPOCKETS

Scattered throughout the airport are five pickpockets who have petty larceny on their minds. They won't reveal themselves until an intrepid, skateboarding hero or heroine approaches, so listen for the audio cue that indicates they're making a break with the cash.

The first Pickpocket is very close to the starting point. Head for the Jeep poster next to the Hawkair ticket counter to take out the first Pickpocket.



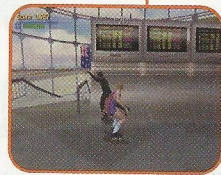
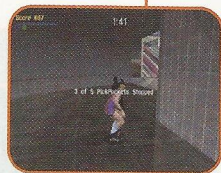
The second Pickpocket is close to the entrance to the men's room furthest from the ticket counters.



Past the first set of escalators is a restroom for women. Showing no shame, the next two Pickpockets have struck inside. Take them out before they get away.

The pair splits up and heads for either entrance. After taking down one, reverse course and take out the other one before he can menace the rest of the airport.

Get down the second set of escalators, and take a right turn. Roll to the arrivals/departures information screens to discover the fifth Pickpocket. Trip him up to save the day (or at least some people's money...)



STAT POINTS



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

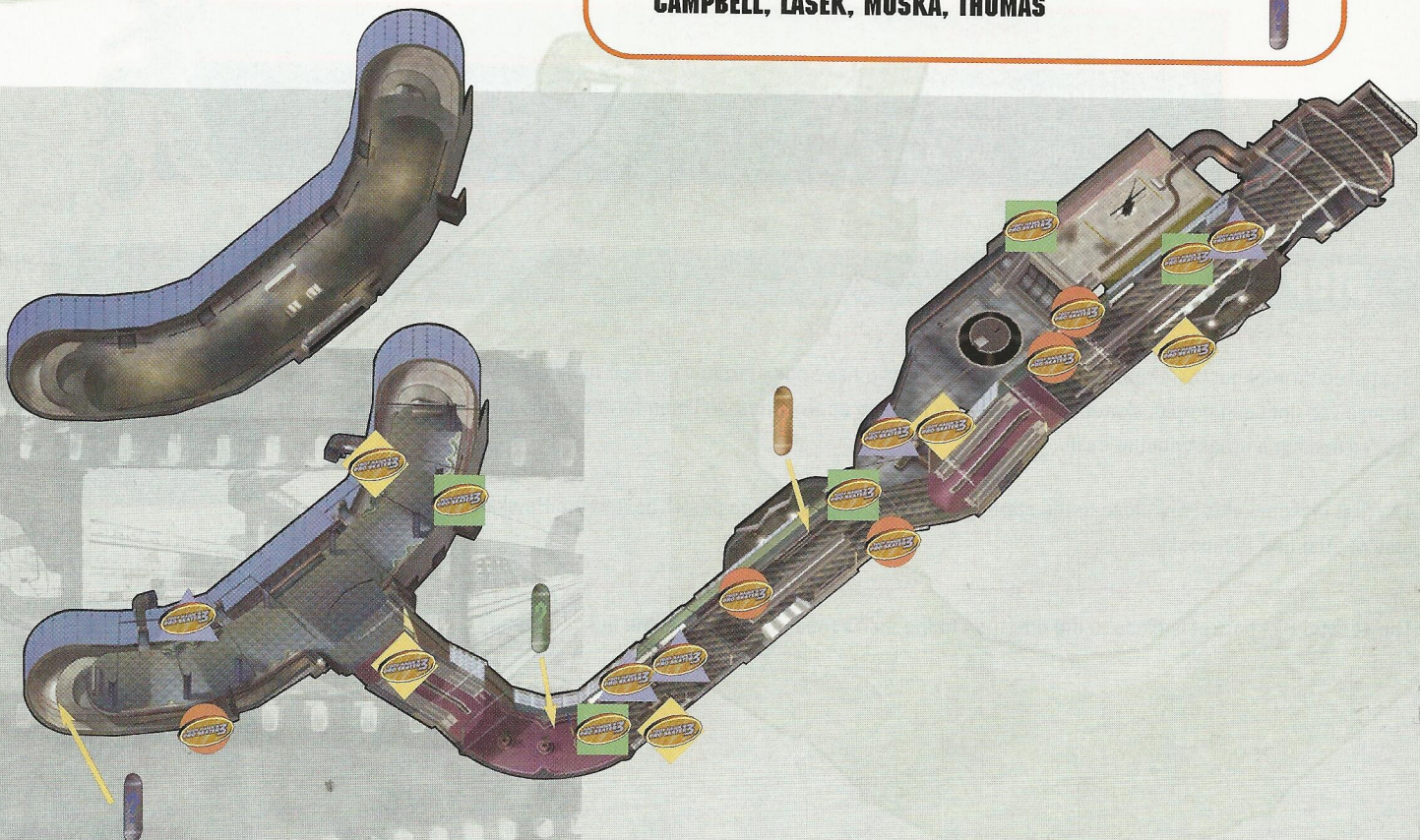
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



STAT POINTS



HAWK KOSTON MUSKA THOMAS



The first Stat Point is along the right-hand wall, just past the first moving sidewalk. Wallride into a grind on the lockers and grind and ollie over the large monitors towards it.



The next Stat Point is outside the women's restroom, near the fluorescent lights. Use the small monitor near the moving sidewalk to leap up to grab it. Press Up on the Directional Buttons to jump forward instead of straight up.



Enter the baggage claim area and either grind the ledge above the escalators or leap up from the ramp in the back left corner.



The next Stat Point is atop the lights over the metal detectors near the purple sitting area. Grind the rail out of the women's restroom and hop into a grind on the lockers. Ollie onto the large monitors, and then onto the lights to grab the Stat Point.



Hold the grind through the Secret Tape to find the next Stat Point.

CABALLERO LASEK REYNOLDS



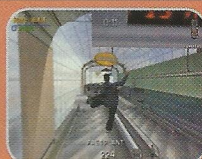
One Stat Point is above the right-hand lights before the first escalator. Wallride into a grind on the lockers just past the window and carry the grind across the large monitor panels and then onto the lights. Hold the grind off the end.



The next Stat Point is in a similar position; between the lockers and monitors along the right-hand wall outside the ladies' restroom. Use the tiny bit of slope at the base of the wall to pop up and grab it.



Enter the baggage claim area and transfer the right-hand escalator to grab the Stat Point hovering above it.



Hit the narrow monitor under the scrolling message sign while pushing up on the Directional Buttons to leap for the lights above the moving sidewalk. The Stat Point is just before the lights.



Use the ramp to the right of the Bermuda flag to start a grind on the uppermost rail to the left. Hold the grind all the way around the bend, past the windows, to the Stat Point.

CAMPBELL MARGERA ROWLEY



The first Stat Point is just about visible from the starting point. It's between the lockers on the right-hand wall. Ollie into a grind on the lockers and snatch it up.



Enter the baggage claim area and turn and face the metal detectors under the Customs sign. Use the little ramp in front of the X-ray machine on the right to pop up to the Stat Point resting on top.



Use the small ramp in between the first set of escalators to jump into a grind on the lights. Grind from light to light for the **Droppin' Science** gap. Keep holding the grind and jump the gap near the metal detectors for the Stat Point.



Jump into a grind on the large monitors on the wall immediately after grabbing the third Stat Point. The next one immediately follows it.



The final Stat Point in this grouping is hanging above one of the vert ramps in the southern end of the terminal. Head down the last escalators and make a left. Leap off the first vert ramp on the right.

GLIFBERG MULLEN STEAMER



Air off the telephone kiosk on the left to leap into a grind on the lights for the **Illuminatin'** gap. Hop the gap to the second light and grind off the end for the Stat Point.



The second Stat Point is in the same place as the first, but on the lights over the metal detectors. Hit the **Lighten Up!** gap from the second set of payphones.



Hit the small ramp between the last set of escalators to land in a grind on the **Last High Light** and snatch the next Stat Point.



Head up to the baggage claim area and ollie onto the top of carousel. Use the tiny ramp to boost an air onto the lights on the left and grind them to the end. Leap to the left at the last second.



The final Stat Point is hanging above the vert ramp used in getting the Secret Tape. Hit the ramp to the left of the French Flag to pluck it out of the sky.



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



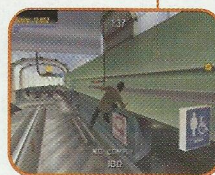
The New Deck is near the purple sitting area, just off the edge of the lights. Use the angle of the base of the wall to pop into a grind on the large panel monitors. Grind their edge past the metal detectors.



CABALLERO, KOSTON, MULLEN, ROWLEY



This New Deck is on the lights directly over the entrance to the ladies' restroom. Use the narrow monitor under the scrolling message sign to leap high into the air and to the right. Land in a grind on the lights to grab the new ride.



CAMPBELL, LASEK, MUSKA, THOMAS



The New Deck is in the same location as the Secret Tape, just on the southern end's rail. Use the ramp to the right of the Bermuda flag to leap into a grind on the uppermost rail. Hold the grind towards the windows behind the spiral stairway.



GAPS (53)

A X-RAY

100 PTS

Get through the X-Ray machine behind the right-hand ticket counter at the starting point. It doesn't have to be pretty, just make it through without falling.



B WALKWAY HOP 50 PTS

Transfer handrails on the moving sidewalk on the uppermost level.

B WALKWAY RIDE 1! 100 PTS

Grind the center handrail of the moving sidewalk near the starting point.

C LOCAL CALL 100 PTS

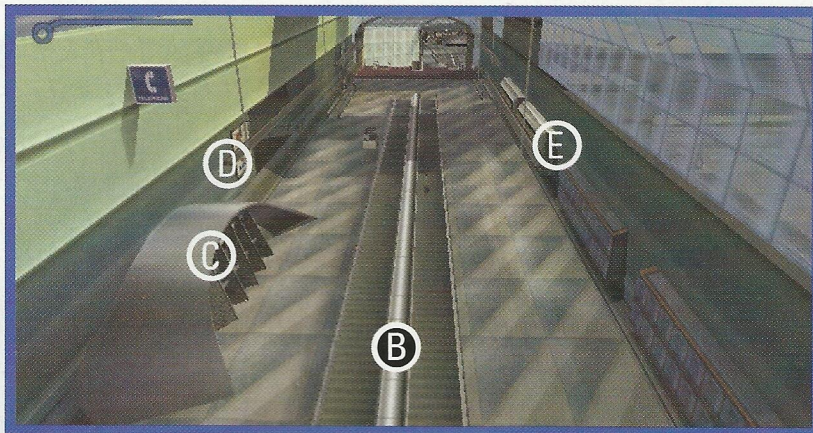
Grind the edge of the payphone kiosk nearest the starting point.

D ILLUMINATIN' 100 PTS

Leap from the telephone kiosk nearest the starting point into a grind on the lights above it.

E THE HARD WAY UP! 200 PTS

Wallride into a grind on the lockers near the starting point and transfer the grind from the lockers to the flight schedules monitors and finally on to the light near the escalator.



F DRAINING THE VEIN 100 PTS

Enter the men's room on the left near the starting point and transfer from the rail to the urinals to the rails.





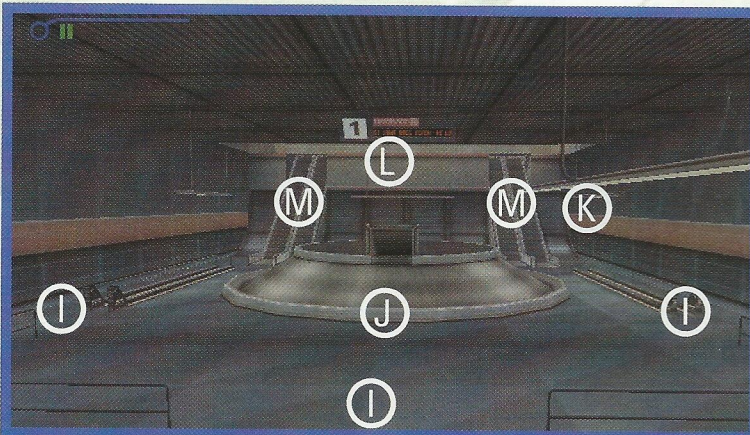
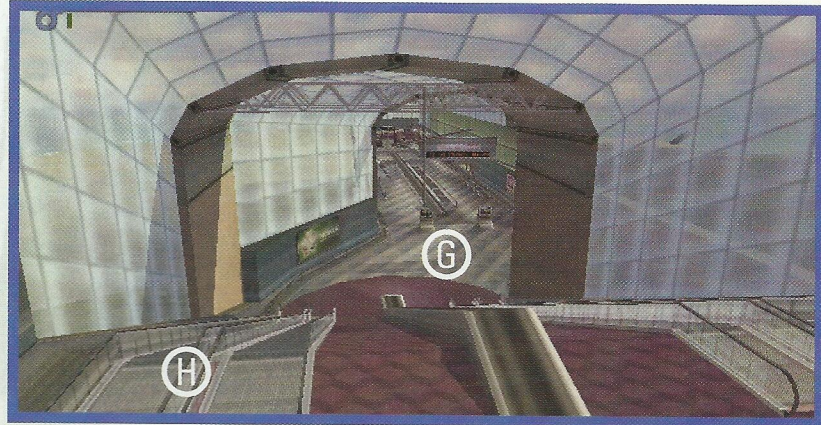
G TAKIN' THE HIGH ROAD

100 PTS

Leap from the center ramp at the top of the first set of escalators into a grind on the lights.

H ESCALATOR HOP 50 PTS

Start grinding a handrail on an escalator and transfer the grind to a completely different escalator.



I CLAIM HOP! 50 PTS

In the baggage claim area, transfer a grind between any two rails around the perimeter of the area.

J GRIND BAGGAGE CLAIM 100 PTS

Grind a full rotation around the luggage carousel in the baggage claim area. Hold the grind for multiple laps to gain additional multipliers.

K BAGGAGE CLAIMED! 100 PTS

Leap from the ramp atop the baggage carousel into a grind on the lights near the metal detectors.

L SPOTTED BAGS

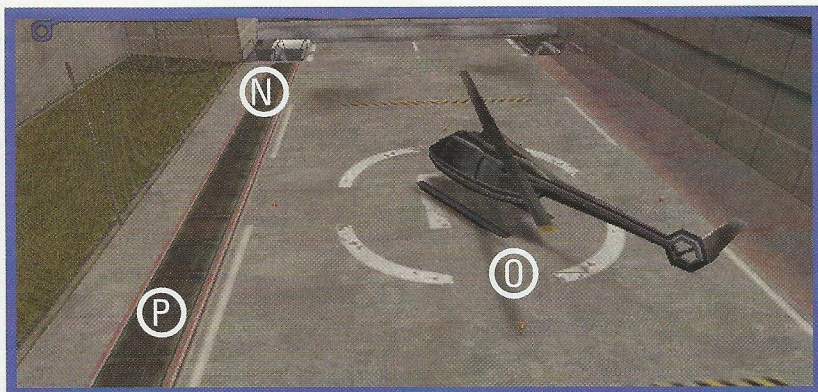
100 PTS

Charge up the center vert ramp in the baggage claim area and stall on the ledge above.

M ESCALATIN' THE SITUATION

100 PTS

Transfer over the escalators in the baggage claim area.



N THROUGH THE PAD! 100 PTS

Grind the conveyor belt that goes through the helipad and leap into a grind on the escalators leading down to baggage claim.

O ADIOS CHOPPER! 200 PTS

Leap the right-hand ticket counter near the starting point and head through the baggage X-ray machine to get to the helipad. Leap from the ramp into a grind on the blades of the chopper.

P HELIPORT BAGGAGE

50 PTS

Grind the edge of the baggage conveyor belt at the helipad and Ollie into a grind on the other side of the belt.

Q FLYING HIGH IN THE SKY

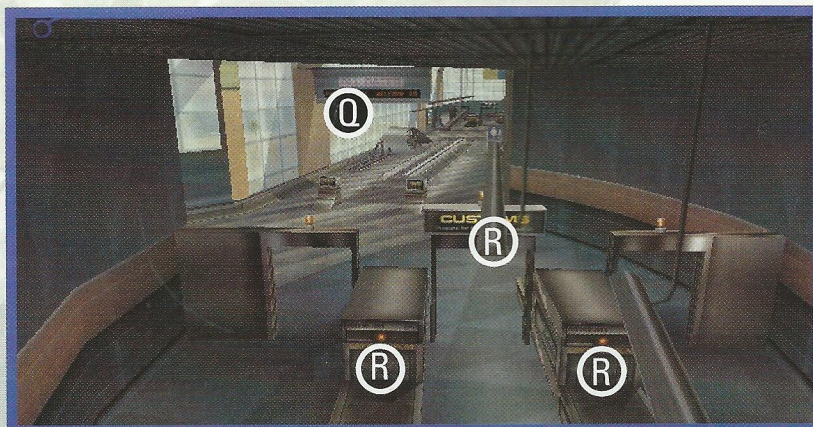
200 PTS

Use either of the monitors outside the women's bathroom to transfer into a grind or stall atop the message board above.

R MULIN'

100 PTS

Pop up and over the security scanners on the way out of the baggage claim area to avoid setting off the alarm.



S LOOK OUT!!

100 PTS



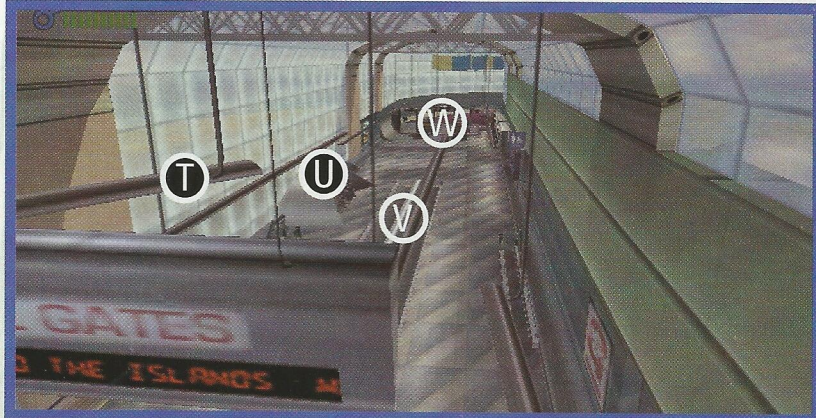
Enter the ladies' restroom and grind from the rail to the ledge above the sinks to the next rail.



T DROPPIN' SCIENCE

100 PTS

Hit the Takin' the High Road gap and leap off the end of the lights into a grind on the lights angling to the right. Leap from this second row of lights into a grind on the lights above the moving sidewalk to trigger this gap.



U LIGHTEN UP! 100 PTS

The same as the Illuminatin' gap, but with the telephones across from the ladies' restroom.

U LONG DISTANCE 100 PTS

Grind the edge of the payphone kiosk across from the ladies' restroom.

V WALKWAY RIDE 2!

100 PTS

Grind the center handrail of the moving sidewalk near the ladies' restroom.

W O THE S

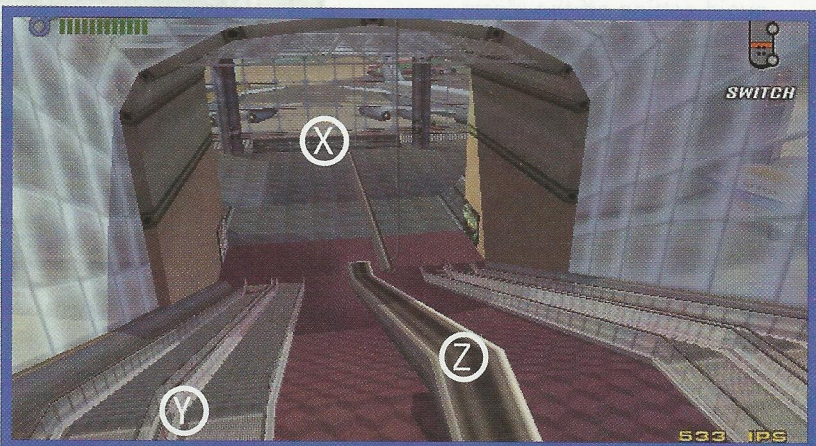
100 PTS

Transfer over the metal detectors near the purple-carpeted area. It can be done in any way that avoids going under any of the metal detectors.

X START TO FINISH!!!

600 PTS

Kick off this lengthy gap by grinding one of the ticket counters near the starting point. From that moment on, grind, manual, or trick all the way through the terminal, down the two escalators, to the small, banked wall near the windows where the course forks to the right and left. It doesn't matter how it is done, just don't let all four wheels touch the ground.



Y ESCALATOR HOP 50 PTS

Start grinding a handrail on an escalator and transfer the grind to a completely different escalator.

Z LAST HIGH LIGHT!

100 PTS

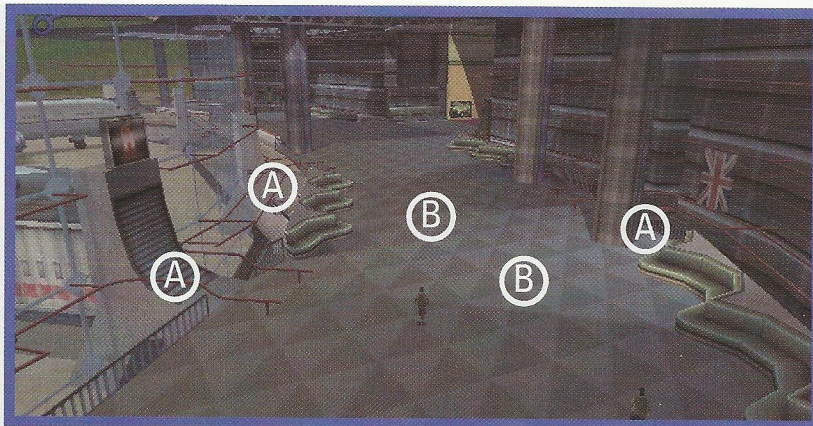
Leap from the ramp in between the last pair of escalators to land in a grind on the lights.

A GATE HOP! 100 PTS

Grind one of the red rails against the wall in either the northern or southern areas of the terminal and leap the break to continue the grind.

A GATE TRANSFER! 300 PTS

This is similar to the Gate Hop gap, but uses the gray steel rails instead of the red pipes. Transfer grinds across the gates on these gray safety rails to trigger this gap. It's also possible to transfer from quarter pipe, over the gate and land on the quarter pipe on the other side.



B MUSICAL CHAIRS 100 PTS

Go down to the gates area near the flags and start grinding one of the green couches. Leap from the grind into a manual and then into a grind on a couch across the room.

COUNTRY OF 700 ISLANDS 50 PTS

Grind through the Bahamian flag.

WELCOME, EH? 50 PTS

Grind through the Canadian flag.

AMERICAN MADE 50 PTS

Grind through the United States flag.

G'DAY 50 PTS

Grind through the Australian flag.

PARLEZ-VOUS SKATE? 50 PTS

Grind through the French flag.



C RAIL HOP 50 PTS

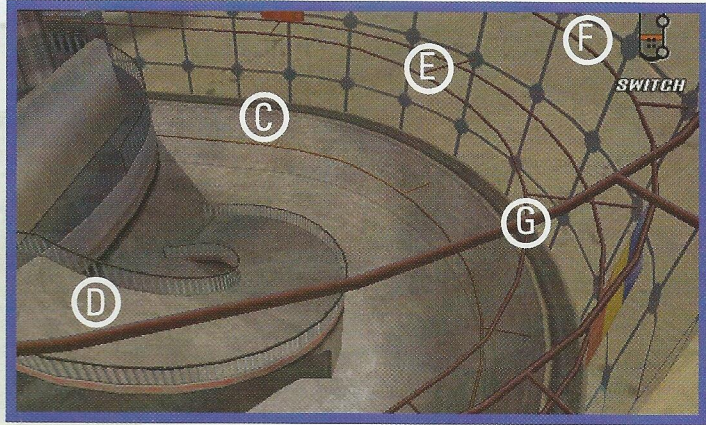
Grind the concrete wall that encircles the cargo area of the airport and transfer the grind to the red rail near the spiral walkways.

D SPIRAL STAIRS SOUTH 100 PTS

Grind the handrail down the spiral stairway at the end of the terminal where Skater Buddy was waiting for his plane.

D SPIRAL STAIRS NORTH 100 PTS

Grind the handrail down the spiral stairway at the end of the terminal where the Secret Tape is.



E ECONOMY CLASS LIP 250 PTS

Sky up from the downstairs cargo area into a stall on the red rail below the flags.

E ECONOMY CLASS GRIND! 100 PTS

Head down to the cargo loading area in the basement and look for the red arrows painted on the walls. Leap up from there and grind the red rail below the flags.

F BUSINESS CLASS LIP! 500 PTS

Leap from the concrete walls down in the cargo area all the way up to the second rail. Stall on that puppy to check out the view.

F BUSINESS CLASS GRIND! 200 PTS

Sky out of the downstairs cargo area into a grind on the second red rail.

G 1ST CLASS GRIND!! 300 PTS

Leap from the downstairs cargo area into a grind on the uppermost red rail near the gates area. Most likely max stats are needed to score this gap. Plan for a return visit.

G 1ST CLASS LIP!! 1000 PTS

The same as the 1st Class Grind!!, but perform a lip trick instead of the grind.

WELCOME TO THE TRIANGLE 50 PTS

Grind through the Bermuda flag.

GOLDEN! 50 PTS

Grind through the Chad national flag.

HOLA! 50 PTS

Grind through the Mexican flag.

ZDRASVUITE!

50 PTS

Grind through the Russian flag.

TEA TIME!

50 PTS

Grind through the British flag.



H LIGHT HOP!

100 PTS

Transfer a grind from one row of overhead lights to another in the cargo area.

H LIGHT POP!

100 PTS

Transfer a grind between the concrete ledge around the cargo area and a row of overhead lights.

NEVERSOFT CHALLENGE

OFF THE COUCH

100 PTS

Use a manual, but there a bunch of couches ahead of you.



SKATER ISLAND: KING OF THE COAST JAM

UNLOCKED WITH 26 GOALS COMPLETED.

COMPETITION RULES

Each run is 1 minute.

Skaters get 3 runs.

Bails hurt scores.

Average of top 2 runs is your final score.

Finish top 3 for a medal.

COURSE OVERVIEW

It's time to take a trip to the right coast. Middletown, Rhode Island to be exact, home of one of the biggest and best indoor skateparks in the world, the 20,000 square foot Skater Island. A stop on the 2000 Tony Hawk Gigantic Skatepark Tour, it's no coincidence that the Skater Island skatepark has been faithfully recreated for *Tony Hawk's Pro Skater 3*; this park is a favorite among pros and locals alike!

Skater Island features a massive street course, complete with numerous funboxes of various shapes and sizes, wall covering quarter pipes, and an immense vert ramp tucked away in the corner. The other half of the park is bowl central. A peanut-shaped bowl in one corner of the course contains a pair of hips dividing deep and shallow ends. Other wooden bowls include a mini-snakerun and a shallow, vert-less pool. Since no park is complete without a half pipe, it shouldn't be a surprise to hear that Skater Island's pipe is huge!

The Skater Island course may be an example of a world-class skatepark, but the skating madness doesn't end there. Grind an appropriate piece of the décor and the doors open to the rocky beaches outside. Waiting there is a massive pirate ship, complete with a half pipe, pool, and plenty of masts and ropes to grind.

SCORING LINES

A good blend of grinding and vert can be had in the following scoring line, assuming the pirates haven't blasted away a hole in the wall yet. Start tricking in the half pipe to boost the Special Meter and transfer to a grind on the surfboard for the **Surf's Up** gap. Ollie off and manual to the stairs. Grind the railing down the steps for the **Stair Set** gap and trick into another manual. Lip trick on the vert ramp across from the tunnel and charge **The Boss Gap** over the tunnel on the return trip. If speed isn't an issue, go for the **42 Miles to NYC Hop** for additional points.



ZDRASVUITE!

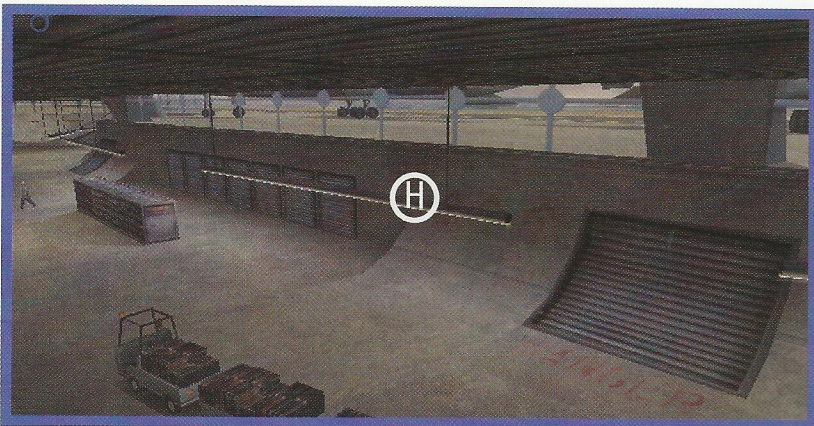
50 PTS

Grind through the Russian flag.

TEA TIME!

50 PTS

Grind through the British flag.



H LIGHT HOP!

100 PTS

Transfer a grind from one row of overhead lights to another in the cargo area.

H LIGHT POP!

100 PTS

Transfer a grind between the concrete ledge around the cargo area and a row of overhead lights.

NEVERSOFT CHALLENGE

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SCORING LINES

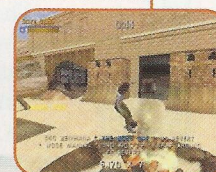
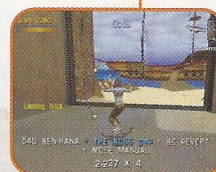
A good blend of grinding and vert can be had in the following scoring line, assuming the pirates haven't blasted away a hole in the wall yet. Start tricking in the half pipe to boost the Special Meter and transfer to a grind on the surfboard for the **Surf's Up** gap. Ollie off and manual to the stairs. Grind the railing down the steps for the **Stair Set** gap and trick into another manual. Lip trick on the vert ramp across from the tunnel and charge **The Boss Gap** over the tunnel on the return trip. If speed isn't an issue, go for the **42 Miles to NYC Hop** for additional points.




If the pirates have already laid siege to the skatepark, don't fret. There's plenty of good scoring lines near the pools. Start working the half pipe to boost the Special Meter and then grind to the right of the rollin and leap through the hole in the observation platform for the **Rollerboy Gap**. Land in a manual and trick into a clockwise grind around the snakerun. Transfer the grind to the wooden railing prior to the incline and ollie into a grind on the sprinklers for **The Dreamer Gap**. Trick across the gap to continue the grind for the **Hell No H2O Gap**.



Craving a long walk on the beach? This next line will surely be one a favorite. Grind the pirate flag to unlock the outdoor area and go outside to trigger the cutscene. Reenter the skatepark and transfer over the tunnel from left to right for **The Boss Gap**. Revert into a manual and head outside towards the bonfire. Trick over the fire for the **A Burning Sensation** gap and manual towards the rowboat. Use the rowboat to pull off a couple of airborne tricks, Revert back into a manual and hit **A Burning Sensation** once again. Land flat or try to manual up the ramps against the wall to perform a lip trick for the **Cannon Fodder** gap.



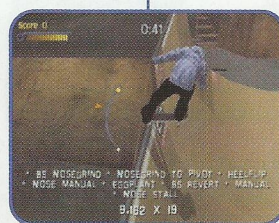


The Ill Scoring line is only possible before the pirate ship blows away the large vert ramps along the wall.

ILL SCORING

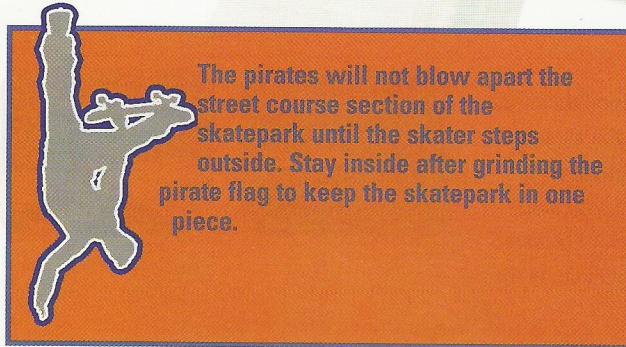
From the starting point, Double Heelflip over the nearest funbox for the **Fiji Mermaid Hop** gap and land in a manual. Grind the rail or coping on the second funbox and manual up the vert ramp on the left to begin a very lengthy grind combo. Trick across the gap in the ramp for **The Heartbreaker Gap** and continue the grind clockwise around the perimeter of the room. Pop over the second break in the ramp for **The Jersey Nun Gap** and ollie off into a very brief manual. Ollie into a Special Grind on the rail to the left and transfer to the lower rail near the vending machines. Trick off the rail and manual into the half pipe.

Either touch down to claim the points, or start carefully working the pipe for additional multipliers. Stalling, reverts, simple grab tricks, and light rotation are the most conservative ways of doing this without jeopardizing that score. Then again, after regaining some decent speed, go big over the roll-in for **The Aaron C. Roll-In of Death Gap**.



SECRET AREA: PIRATE SHIP

Leap from atop the half pipe towards the observation deck and grind the pirate flag hanging beside Old Glory. Grinding the skull and crossbones opens the doors to the outside. As soon as the pirates catch sight of a skater out on the beach, the cannons fire and a sizeable chunk of the street course becomes a distant memory.

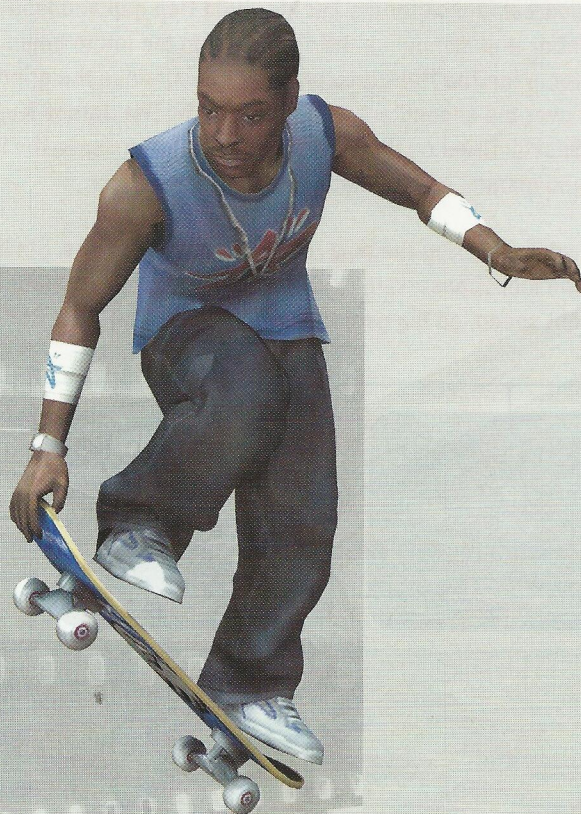


Explore the beach and board the pirate ship to trick off its quarter pipes and rails. Transfer over the jib, dive into the bowl at the stern of the ship, and pay the pirate a visit in the crow's nest. In addition to providing more skating options, each skater has a Stat Point off the bow of the ship.



WALKIN' THE PLANK

It might seem a bit odd to have to throw skaters to the sharks to come away with the fifth Stat Point, but it's not so bad. Leaping off the beam to grab the Stat Point leads to restarts high above the deck atop the mast. Use this placement to grind ropes and beams that are otherwise unreachable.



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

Boost the Special Meter in the shallow pool and leap into a grind on the left side of the lights above the starting point for the **Russian Tease Gap**. Hold the grind off the far side of the lights for the New Deck.



CABALLERO, KOSTON, MULLEN, ROWLEY

The New Deck for these skaters is on the speaker shelf above **The Heartbreaker Gap** quarter pipes. Launch off the ramps below and land in a grind on the shelf to pick it up. If the pirates have already destroyed these ramps, don't give up! Transfer out of the shallow pool to the lights above the starting point and ollie over to the rail near the wall. Grind it towards the speakers to collect the booty.



CAMPBELL, LASEK, MUSKA, THOMAS

This group's New Deck location is atop the platform above the snakerun. Leap from the decking atop the half pipe onto the platform above the stairs (grind the flags to make sure the jump is made). Roll onto the very top of the platform above the pool to grab the New Deck.



SKATER ISLAND



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



STAT POINTS



**HAWK
KOSTON
MUSKA
THOMAS**



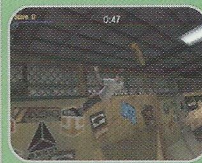
The first Stat Point is on the decking above the pool in the corner opposite the starting point. Grind the rail near the Neversoft vending machines to grab it.



A Stat Point is directly behind the starting point. Either air off the ramps or grind the rails just above it.



The next Stat Point is just above the coping separating the snakerun and shallow pool. Grind the lip or hit the **Bowl Transfer** gap.



The next Stat Point inside the skatepark is above the tunnel leading to the half pipe. Transfer the two ramps for **The Boss Gap**.



The final Stat Point is on a beam extending out from the bow of the pirate ship. Hop onto the prow and grind that beam over the shark-infested waters. Skilled skaters should be able to grind back to safety.

**CABALLERO
LASEK
REYNOLDS**



From the starting point, leap off the second funbox on the right to grind the rail above for the first Stat Point. It can also be grabbed from grinding the wooden rail above it.



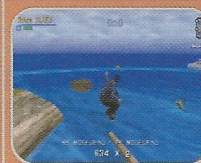
Grind the beam halfway up the wall over the lower pools towards the starting point. Leap off the end of the beam towards the **Crowd Pleaser I** rail.



Transfer between the quarter pipes on the wall directly ahead of the starting point for **The Jersey Nun Gap** to grab the next Stat Point.



The next Stat Point is above the deep pool, at the end nearest the half pipe. Leap from the pool to grab it out of the air.



The final Stat Point is on a beam extending out from the bow of the pirate ship. Hop onto the prow and grind that beam over the shark-infested waters.

**CAMPBELL
MARGERA
ROWLEY**



Hit the second funbox on the left from the starting point and grind the extension to pick up the first Stat Point.



Grind the wooden railing atop the deck between the snake run and the street course.



Leap out of the pool near the vending machines and grind the **Crowd Pleaser II** rail for the next Stat Point.



The next Stat Point is hovering between the flags near the observation deck. Leap from the deck of the half pipe towards the flags to snatch it up.



The final Stat Point is on a beam extending out from the bow of the pirate ship. Hop onto the prow and grind that beam over the shark-infested waters.

**GLIFBERG
MULLEN
STEAMER**



Boneless out of the half pipe into a grind on the surfboard to score the first Stat Point.



Drop into the shallow pool and sky above the lip along the back wall to grab the Stat Point hovering above.



Trick from the starting point to the far side of the street course. The next Stat Point is high above the short quarter pipes to the left of the tunnel.



The next Stat Point is above **The Heartbreaker Gap**, on the shelf with the speakers. Launch off the vert ramp below and land in a grind on the shelf to pick it up.



The final Stat Point is on a beam extending out from the bow of the pirate ship. Hop onto the prow and grind that beam over the shark-infested waters.

SKATER ISLAND



GAPS (54)

A FIJI MERMAID HOP

50 PTS

Hit the funbox directly in front of the starting point and clear the top and landing ramp.

B STREET PARK RE-ENTRY RAIL

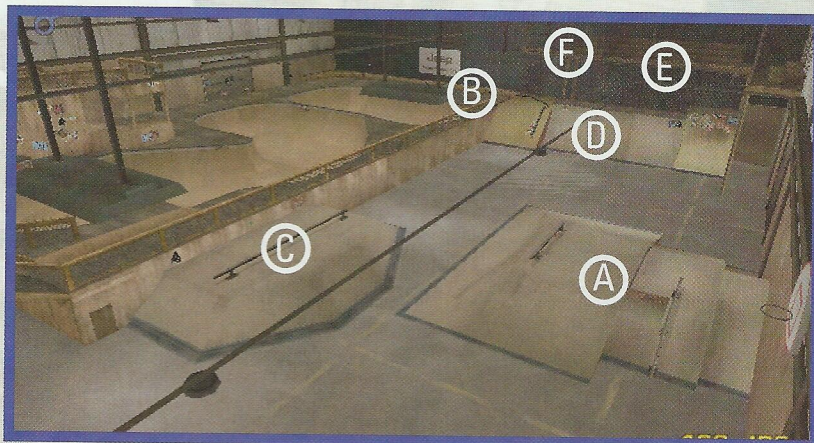
100 PTS

Grind the short ledge against the wall near the shallow pool in a clockwise direction and transfer into a grind on the quarter pipes directly behind the starting point.

C MR. O'DONNELL HOP

50 PTS

From the starting point, hit the first funbox on the right and clear it in a single bound.



C PIEDMONT, NORTH DAKOTA GAP

50 PTS

Leap from the funbox to the right of the starting point over the wooden railing and into the pool behind it.

D DANCIN' ON THE TABLES TRANSFER

150 PTS

Transfer from the quarter pipes behind the starting point into the shallow pool.

E CROWD PLEASER I

100 PTS

Use the ramp directly behind the starting point to stall on the rail overhead.

F RUSSIAN TEASE GAP

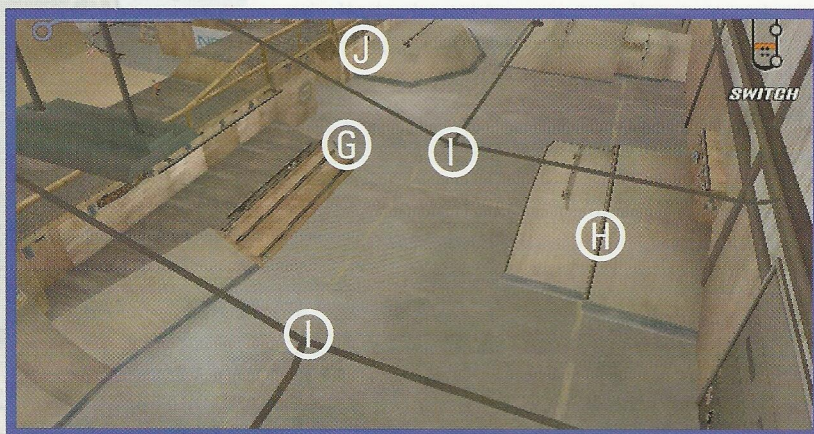
250 PTS

Transfer from the shallow pool to the lights above the starting point.

G HIT THE STAIRS

50 PTS

Grind the rail atop the funbox adjacent to the snakerun and transfer to a grind on one of the stairs on the stepped box nearer the tunnel.



H 42 MILES TO NYC HOP

50 PTS

Transfer over the second funbox on the left after the starting point.

I HELL NO H2O GAP

250 PTS

Grind one set of sprinklers and ollie across to another set.

J THE DREAMER GAP

250 PTS

Transfer from a grind on the wooden handrail above the pools to the sprinkler system overhead.



K THE HEARTBREAKER GAP

50 PTS

Transfer the gap in the quarter pipes under the speakers. This gap can be hit in either the air or by grinding the coping, easiest by air as you have to time the grind!

L THE JERSEY NUN GAP

50 PTS

Transfer the gap in the ramps on the wall directly across from the starting point. Clear the hallway entrance either in the air or by grinding from the quarter pipe to the top of the sticker-clad extension. Easiest by air as you have to time the grind!



A STAIR HOP 50 PTS

Leap over the stairs and into the half pipe from the deck above the pool near the vending machines.

A STAIR SET 50 PTS

Grind the handrail down the flight of the steps from the deck above the half pipe to the floor.

A AT THE 50 50 PTS

Leap from the pool near the vending machines into the half pipe. Land a very short distance into pipe.

A AT THE 10 100 PTS

The same as the At the 50 gap, but land further into the half pipe.

A AT THE 5 500 PTS

The same as the At the 10 gap, but land even further into the half pipe.

A TOUCHDOWN! 1000 PTS

He's crossing midfield, he's at the 10, at the 5, Touchdown! Make one incredible jump from the pool into the half pipe's flat bottom.

A THE FLAME TRANSFER 250 PTS

Transfer between the pool near the vending machines and the half pipe. It can be done from either side of the pool.

B SOUTH AMBOY, NJ GAP 50 PTS

Leap from the short quarter pipes in the street course, over the railing and into the pool near the vending machines.

C CROWD PLEASER II 100 PTS

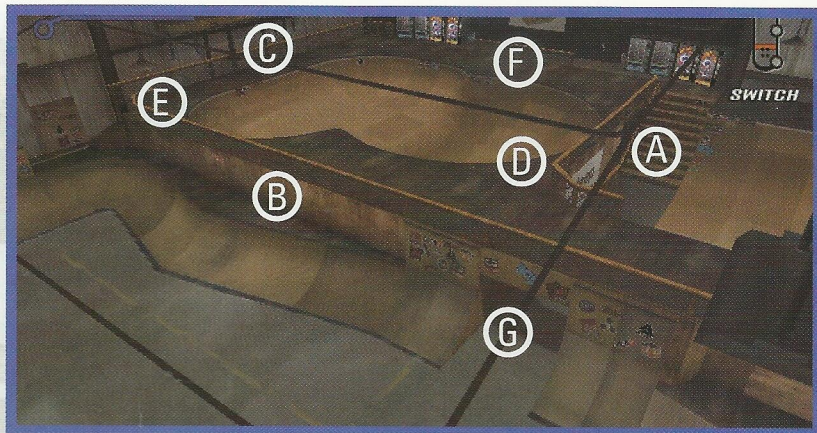
Launch out of the pool near the vending machines and stall on the rail above.

D COPING 2 RAIL POP 50 PTS

Transfer from a grind on the coping of any pool or bowl onto one of the handrails on the deck.

E RAIL 2 RAIL HOP 50 PTS

Grind the rail on the coping of any pool or bowl and transfer to a rail.



F THAT'S A MOUTHFUL

250 PTS

Switch up a series of grinds from the vending machines to the wooden rail and then to the next set of vending machines.

F HANDRAIL HOP

50 PTS

Grind the rail against the back wall under the bleachers by the peanut-shaped pool and transfer the grind to the rail in between the vending machines.

G THE BOSS GAP

50 PTS

Transfer the quarter pipes flanking the tunnel leading back to the half pipe.

H THE LAW TRANSFER

250 PTS

Transfer from the half pipe to the snakerun. This gap can be triggered in either direction, on both sides of the half pipe. For the easiest transfer, leap from the side of the half pipe *not* against the wall.

I THE ROLLERBOY GAP

250 PTS

Grind the wall-side lip of the half pipe from left to right and leap off the edge and fly through the opening in the platform near the pool. Land safely on the ramp below to complete the gap.

J THE AARON C. ROLL-IN OF DEATH GAP

50 PTS

Transfer over the roll-in in the half pipe.

K SURF'S UP

150 PTS

Transfer out of the half pipe and into a grind on the surfboard hanging on the wall.

L SKULL N' BONES 100 PTS

From the half pipe, land in a grind on the pirate flag between the half pipe and the observation platform.

L STARS N' STRIPES 100 PTS

From the half pipe, land in a grind on the US flag between the half pipe and the observation platform.



M DRIVE THRU WINDOW 150 PTS

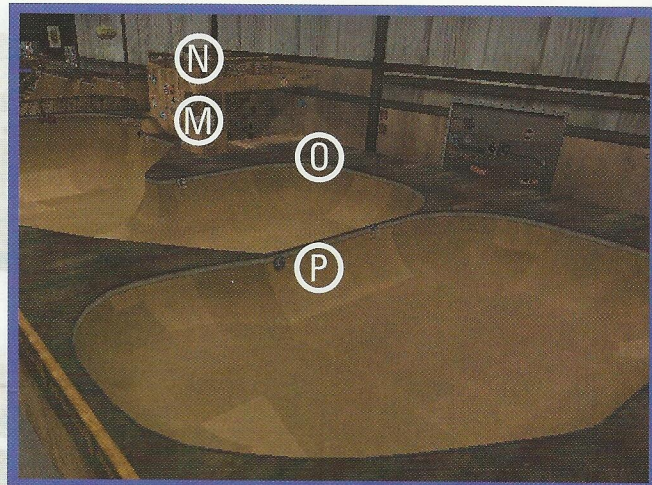
Ollie through the window in the lower portion of the observation platform.

N HIGH RAIL STOMP 250 PTS

Leap from the snakerun into a grind or lip trick on one of the short wooden rails on top of the observation platform.

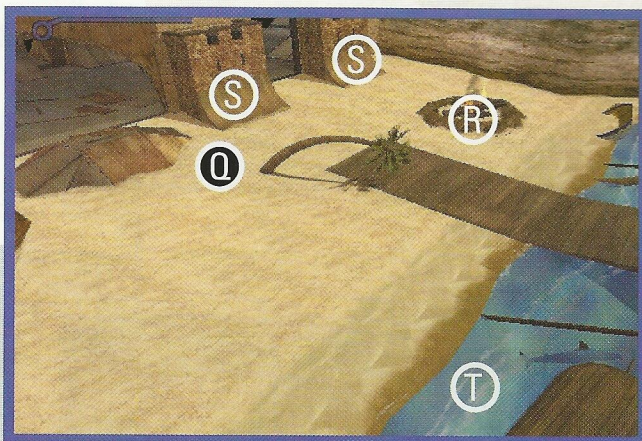
O THE DROP 250 PTS

Ollie off the top of the observation deck and land in the snakerun.



P BOWL TRANSFER 50 PTS

Transfer from one pool to the other through the air.



Q PALM TREE HOP 50 PTS

Grind the 2x4 near the destroyed ramps and transfer the grind to the palm tree outside.

R A BURNING SENSATION 50 PTS

Leap over the bonfire on the beach.

S BLAST 'EM 100 PTS

Transfer the two quarter pipes against the outside wall of the skatepark on the beach.

S CANNON FODDER 100 PTS

Lip trick above the cannons on the outside wall of the skatepark. Use the same quarter pipe ramps as in the Blast 'em gap.

T FEARLESS SHARK HOP 250 PTS

Ollie off the beach onto the capsized dinghy.

A MAST TRANSFER 100 PTS

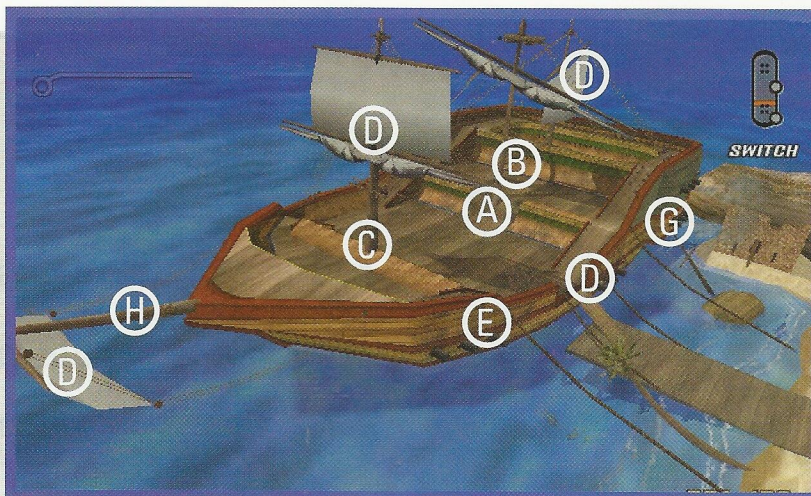
Board the main deck of the pirate ship and transfer from the mast nearer the stern (rear) of the ship to the quarter pipes on either side of it.

A SWAB THE DECK GAP 50 PTS

Transfer the two green quarter pipes on the main deck of the pirate ship.

B KEEL HAUL GAP 50 PTS

Use the quarter pipe on the rear deck of the pirate ship (just in front of the bowl) to transfer up and over the horizontal beam on the small mast in the stern of the ship.



C LOOK OUT BELOW! 200 PTS

Leap from the quarter pipe closer to the bow of the pirate ship and stall on the wooden ledge on the mast.

D SAIL RIP 100 PTS

Hop into the small bowl at the stern of the pirate ship and start gaining speed. Leap out of the bowl and glide through the large white sail.

E CANNON GRIND 50 PTS

Grind the red sidewall of the ship and transfer over the gap where the gangplank is and continue the grind on the far side.

F SHORE LEAVE 250 PTS

Leap off the deck of the pirate ship into a grind on the horizontal beam of the front mast. Hold the grind onto the rope and down onto the beach.

G LAND LUBBER 250 PTS

The same as the Shore Leave gap, but performed on the center mast.

H FRONT MAST BACK GRIND 250 PTS

Work out onto the beam at the bow of the pirate ship where the Stat Point is located. Rather than feeding skaters to the sharks, grind the beam back onto the safety of the ship.

NEVERSOFT CHALLENGE

ROOF BUSTIN' 100 PTS

HOW'D YOU FIND THAT? 500 PTS

For the second competition, there are two Neversoft Challenges. Roof Bustin'? That isn't what they meant when they said, "Tear up the course!"



SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

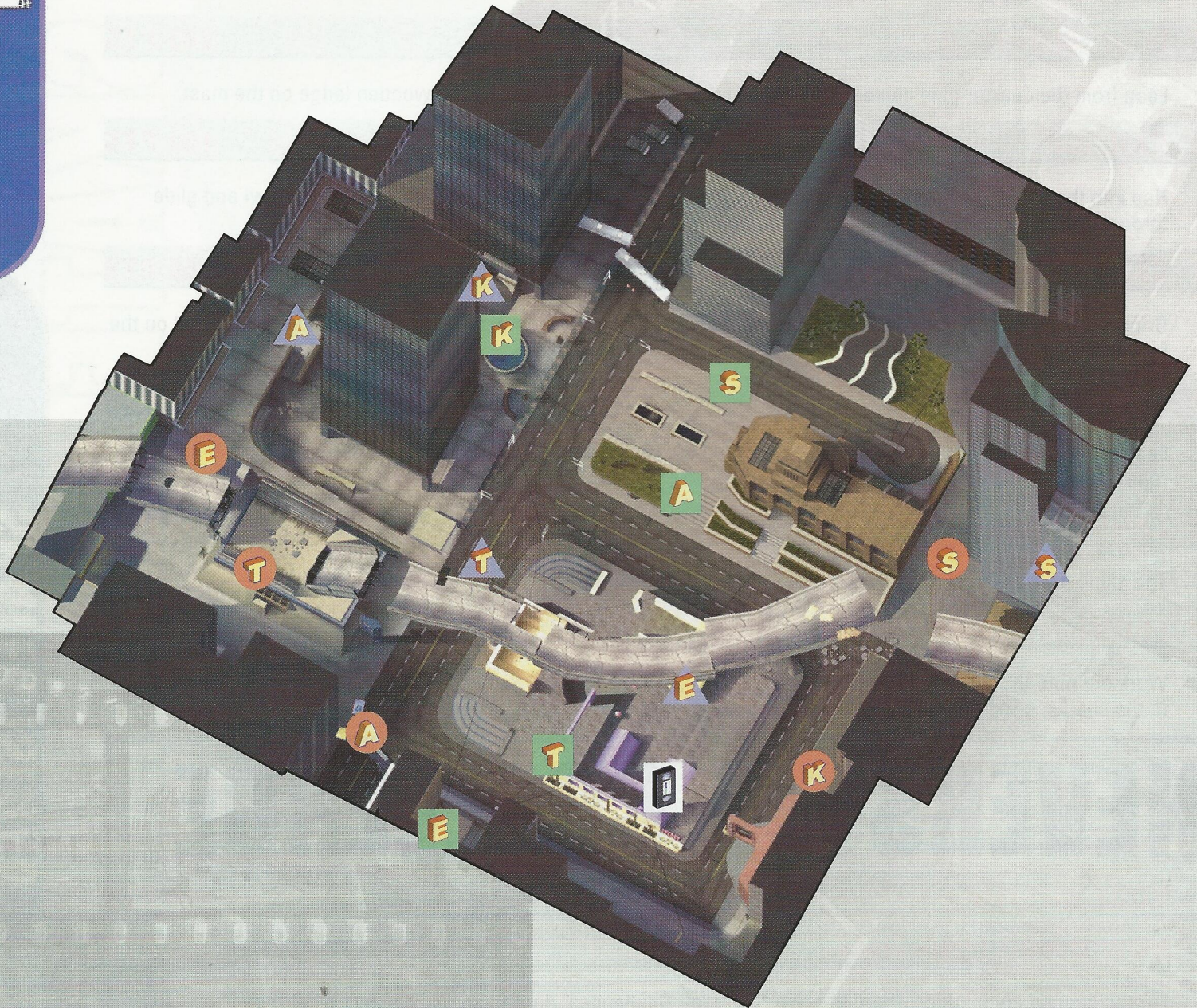
CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

SECRET TAPE



LOS ANGELES

UNLOCKED WITH 2 MEDALS.

COURSE GOALS

Get a High Score: 100,000 points

Get a Pro Score: 190,000 points

Get a Sick Score: 400,000 points

Collect S-K-A-T-E

Get the Secret Tape

One Foot Japan the Tower Poppin'
Transfer-or-Varial Kickflip the
Tower Rails Gap

Free Ballin'

Start the Earthquake

Stop the Car Chase

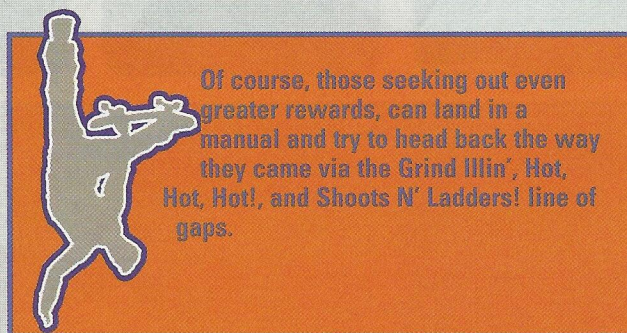
COURSE OVERVIEW

The next stop on the Pro Skater world tour is for an afternoon session deep in the heart of the City of Angels. The course spans several city blocks with everything from office buildings to a movie theatre on display. Of course, surviving a skate through Los Angeles requires some pretty good street smarts; be on the lookout for pedestrians, bass-booming lowriders, and even a high-speed car chase. And while the large Hollywood sign and the "Walk of Fame" certainly qualify as local landmarks, they pale in comparison to an earthquake. Destructive skaters looking for a change of venue can actually trigger their own earthquake and cruise the resulting wreckage!

The Los Angeles course offers a near-perfect blend of vert and street lines. Over a dozen half pipes and quarter pipes can be found scattered throughout the city. Those who prefer grinding curbs, Kickflipping down flights of stairs, and general flatland stylin' will find plenty to occupy themselves in the city. Everything from insanely long cables to hotel awnings is fair game.

SCORING LINES

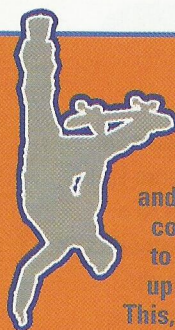
From the start, trick out the Special Meter on the wall directly behind the starting point and Revert into a manual to the left. Grind the rail nearest the back of the library and transfer to the longer one for the **Rail Skip!** gap. Trick and manual into a grind on the ledge of the office building and flip trick across the alley towards the theatre for the **Triple X Hop!** gap. Special Grind past the theatre and around the bend towards the fire truck. Once back on the street, keep the chain alive by manualing up the kicker and Double Heelflip into a grind on the truck's ladder to add the **Shoots N' Ladders!** gap to the string. Manual up the right-hand wall of the carwash to start a grind towards the liquor store to add yet another gap, **Burrito Carnitas**, to the combo. Trick off the carwash with a moderately difficult grab trick and touch down to end the run with a wealth of points.



LOS ANGELES



That scoring line is great for starting out a run, but what about skaters already near the carwash? That's simple; start grinding the quarter pipe near the liquor store and transfer the gap onto the ramp near the fire truck for the **Grind Illin'** gap and then transfer onto the ladder of the truck for both the **Hot, Hot, Hot!** and **Shoots N' Ladders!** bonuses. Trick into a Special Grind on the white, brick ledge of the hotel and leap to the right at the end to start grinding the roof of the pink building. This also scores the **Nice Move!** gap. Trick down onto the sidewalk to end the combo.



The above-mentioned scoring line can be extended on either end. One possibility is to start by grinding the carwash for the **Burrito Carnitas** gap, and then trick into a manual up onto the concrete quarter pipe. Another option is to hold the grind at the very end to work up the slope for **Ridin' the XXX** gap. This, of course, would require the skater to still have quite a bit of speed.

Build up the Special Meter on the quarter pipes near the circular fountain and get ready to launch one heck of an air to ground attack! Throw down a Special Trick off the right-hand quarter pipe (with back to the street) and Revert into a manual towards the other ramp to score the **Tower Poppin'** gap. Revert and manual across the roof of the lobby to air into another Special Trick for the **Tower Lockin'** gap. Once back on terra firma, keep the chain alive by manualing straight across towards the stairs on the right. Leap into a grind going up the railing and trick into another grind down the other side for the **Tower Rails** gap as well.



ILL SCORING

Kick this high-scoring, ped-impressing scoring line off right from the get-go! Trick into a grind down the curvy white rails at the starting point, manual into another grind on the **Northern Tremor** rail and ollie across the street for the **West Side!** gap. Ride up into a stall on one of the quarter pipes to gain control of speed and Revert into a manual on the way down. Start grinding the lip of the circular fountain to gain massive amounts of points, as well as a couple of **Ped Props** bonuses! Once the nausea sets in, ollie into a manual on the street and grind away on the **Southern Tremor** rail. Trick into a Special Grind over the stairs and onto the wall for the **Getting A Learn On!** gap and repeat across the side stairs for the **Stair Skip!** gap as well.



HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

The S is sitting on the **Northern Tremor!** Rail. Go down the stairs and make a right. It's the handrail nearest the street.



The K is on the edge of the circular fountain on the west side of the city.



Grind the handrail in front of the library, on the south side of the stairs. The A is in the corner near the stairs leading to the front of the library.



Use the purple quarter pipe in the narrow alley to transfer into a grind on the inside edge of the wall and hold the grind around towards the T. It's also possible (and sometimes easier) to launch out of the pipe and land in a grind near it.



Head to the hotel entrance to the left of the fire truck and transfer over the awning by the door to complete the goal and to grab the **Hung Over'** gap as well.



CABALLERO, KOSTON, MULLEN, ROWLEY

Start off a SKATE-alicious lap around the city by grinding the handrails behind the library. Transfer between the rails on the way down to pick up the S.



Grind the ledge and the chain of the office building near the XXX theatre and ollie across the gap for the **Triple X Hop**. The K is hanging above this space.



Continue around the bend, past the hotel, and on towards the carwash. The next letter sits atop the ladder on the fire truck. Use the small kicker to pop into a grind on the truck.



The T is just above the large white sign atop the carwash. Either air up to it from the banked concrete walls out front of the carwash, or grind the top of the sign from the quarter pipe on the roof.



Head past the carwash towards the liquor store and make a right-hand turn. The E is hanging above the large quarter pipe in the back corner.



CAMPBELL, LASEK, MUSKA, STEAMER

Grind down the stairs near the starting point and enter the northern entrance to the library. The first letter is just inside, on the right-hand rail.



Exit the library, go down the stairs in the front, and cross the street towards the fountain. Use the quarter pipe on the left to transfer up to the K and the **Tower Poppin'** gap.



Drop off the tower towards the stairs in the back. Grind up and over the stairs directly behind the tower to pick up the A and the **Tower Rails** gap.



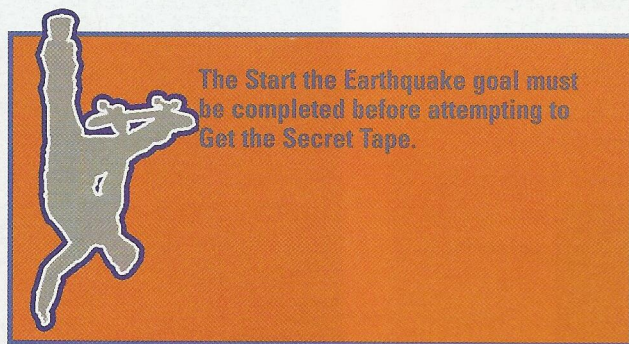
Grind the handrail of the walkway behind the carwash onto the kiosk and then onto the cable leading across the street. The T is on the cable between the kiosk and the half pipe under the overpass.



The E is on top of the yellow Swiss cheese-like house. Grind or ride up the long, angled wall to the roof and then Ollie for the letter.



GET THE SECRET TAPE



The Secret Tape is high above the purple half pipe, on a pillar way out of reach from a ground attack. The only way to get it is from the roof of the Busters Cherry theatre across the street.

Leap onto the overpass, either from the roof of the library (grind the cable near the starting point) or via the carwash. Head over to the far end of the overpass where some plywood has been set up as a ramp. Leap off the ramp onto the green ledge of the building and then again into a grind on the edge of the red building. Hold the grind through the bend onto the Busters Cherry sign and leap across to the black pipe extending out from the purple tower. Hold the grind for the Secret Tape and drop off to safety.



ONE FOOT JAPAN THE TOWER POPPIN' TRANSFER

Hawk, Caballero, Glifberg, Lasek

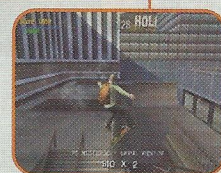
Cross the **West Side!** street in front of the library and use either of the quarter pipes to transfer into the rooftop half pipe above the building's lobby for the **Tower Poppin'** gap. Perform a One Foot Japan over the wall of the building to complete the objective.



VARIAL KICKFLIP THE TOWER RAILS GAP

Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas

Skate up onto the walkway behind the tower on the west side of town and start grinding the lengthy horizontal handrail. Perform a Varial Kickflip while transferring across the gap where the stairs are, and continue the grind on the other horizontal stretch of rail.



'CAUSE TONY SAID SO

Avoid hitting the **They're GRATE!** gap until after this goal has been completed, as the opening of the sewer grates can make for sloppy landings when exiting the grind.



FREE BALLIN'

Sometimes they just gotta be let loose. There are two red stone balls on pedestals near the purple half pipe that should be allowed to roll back and forth in the concrete gully near the yellow building. After all, what good is a ball if it's unable to roll? Free them from their life of immobility by stomping on them. Trick into each ball (trying to grind them is easiest) to let them roll.



SISYPHUS SAYS TO WATCH OUT!

The large red balls roll endlessly back and forth in the gentle swale near the purple half pipe. Stay clear of them during their travels as they are more than bulky enough to knock a skater on his or her backside.



START THE EARTHQUAKE

Starting an earthquake is a lot simpler than might be otherwise thought. All it takes to get a tectonic swerve on is to grind four appropriately labeled "Quake" rails: one each on the north, south, east, and west sides of the library.

The Northern Quake Rail is along the street on the side of the library stairs nearest the starting point. Drop down the twisty stairs at the starting point and grind the handrail to the right towards the circular fountain across the street.



The Southern Quake Rail is near the sidewalk on the opposite side of the stairs as the Northern Quake Rail. Grind the handrail from the street corner past the newspaper machines towards the stairs to trigger this tremor.



The Eastern Quake Rail is a lengthy rail that runs behind the library, down the hill, and ends near the street with the movie theatre. Head to the left from the starting point and grind the rail on the leftmost rail.



The final rail needed to trigger the earthquake is the Western Quake Rail and it's located inside the tunnel running through the library. Grind the straight rail that leads to the sides of the building.



Grind the four rails in any order to trigger the earthquake. Also, each rail triggers its corresponding "tremor" gap. Grind all four for the Western Tremor!, Eastern Tremor!, Southern Tremor!, and Northern Tremor! gaps.



WHATCHA WANT 2 START A QUAKE FOR?

Granted, starting an earthquake isn't something most people would thank anyone for, but it is necessary to complete the Get the Secret Tape and Stop the Car Chase goals.



STOP THE CAR CHASE

It's hard enough avoiding the teeth rattling lowriders out cruising the strip, let alone a speeding van with a pair of coppers in pursuit. Since no one really enjoys road rash, help out the LAPD by bringing their fruitless chase to a halt.

Take a close listen while skating near the car wash after the earthquake. Hear the feeble squeals for help by a guy trapped in his car on the overpass? Oh, it's time to help him all right (insert malicious laugh here). Transfer to the roof of the carwash and hop onto the tipped piece of highway. Ride up the inclined roadway and leap into a grind on the guardrail near the trapped motorist. Grind across the roof of his car to trigger the **Bye-Bye** gap. This spills the car onto the street below, bringing the car chase to an abrupt stop. Sure it's mean, but driving in LA isn't for the weak.



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

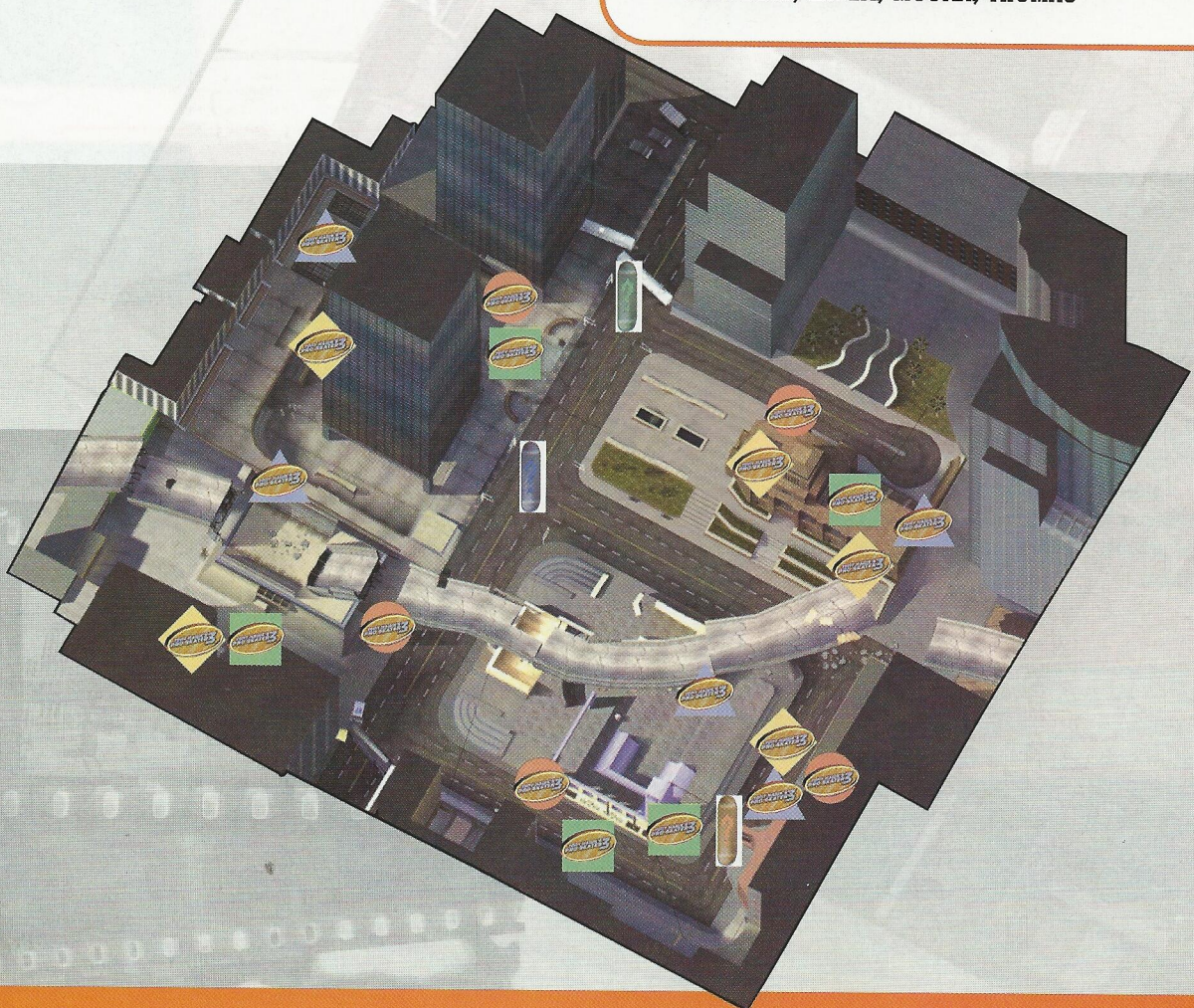
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



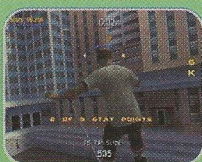


STAT POINTS

**HAWK
KOSTON
MUSKA
THOMAS**



The first Stat Point is hovering above the circular fountain on the west side of the city. Hit the **Over the Fountain!** gap to grab it.



The next Stat Point is hiding in the tree near the purple half pipe. Head up the wall near the street and start grinding the cable off to the right.



Grind up the ladder on the fire truck to reach the white ledge on the hotel. Grind the hotel towards the movie theatre and ollie off at the end to the right to grab the Stat Point on the roof of the pink building.



Gain speed by tricking on the short, banked wall behind the starting point and then charge the cable leading from the concrete walkway up to the roof of the library. The Stat Point is on this cable, near the roof. Ollie into short grinds should momentum begin to fail.



Transfer the two quarter pipes in front of the carwash, near the fire truck. The fifth Stat Point is hovering high above the gap. Grab it and the **Cold Chillin'** bonus together.

**CABALLERO
LASEK
REYNOLDS**



Descend the curvy stairs at the start and make a right to head towards the fountain on the west side of the course. Leap off the left-hand quarter pipe to get the Stat Point hovering above the ramp near the window washers.



The next Stat Point is suspended over the quarter pipe in the alley between the movie theatre and the office building to the left.



Trick off the quarter pipe behind the starting point to gain some speed and ollie into a grind on the cable leading from the top of the grassy hill up to the roof of the library. Once on the library's roof, grind the rail around the front of the building to the next Stat Point.



Leap from the edge of the carwash nearest the fire truck towards the "Havgas" sign to find the next Stat Point.



The final Stat Point for these skaters is positioned on the wire leading from the purple half pipe to the Morehead Hotel.

**CAMPBELL
MARGERA
ROWLEY**



Grind the cable near the starting point onto the roof of the library. The Stat Point is on the left, just above the short rail at the back of the library.



Get behind the towers and onto the walkway near the brick ledge. There is a Stat Point hanging above the center of the walkway with no ramps in sight. To get it, grind the long brick ledge for the **They're GRATE!** gap. Use the underground half pipe to sky up out of the pipe to grab it.



Jump over the railing towards the liquor store and turn around. Use the concrete quarter pipe to transfer to the roof of the carwash. Grab enough air to pick up the next Stat Point mid-flight.



Grind the cable off the kiosk towards the half pipe under the overpass and hold it towards the yellow house. The skater transfers seamlessly into a grind on the edge of the house where the next Stat Point



The next Stat Point is on a wire between the movie theatre and the office building. Start grinding the cable on the purple half pipe (on the side nearest the street) and hold the grind across the street and past the **Ridin' the XXX** gap for the Stat Point.

**GLIFBERG
MULLEN
STEAMER**



Cross the **West Side!** street to the towers and hit the **Tower Poppin'** gap to gain the narrow roof above the lobby. Leap from the left-hand side towards the stairways behind the towers to pick up the Stat Point.



Grind up the cable near the starting point to reach the roof of the library. Once on top, leap off the edge towards the overpass to grab the Stat Point hovering in between the two structures.



Follow the instructions for getting the Secret Tape. The Stat Point is hovering between the first roof and the Busters Cherry sign.



Roll on over towards the carwash and enter the small alley between the two concrete quarter pipes. The next Stat Point hangs above the ramp against the building.



After hitting the **They're GRATE!** Gap, visit the top of the library. The Stat Point hangs over the **Pure Air** gap between the newly opened quarter pipes.

LOS ANGELES



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



Head to the pair of quarter pipes near the circular fountain and, with the skater's back to the street, jump off the one on the right to grind the cable leading back across the street towards the starting point. The

New Deck is on this cable, across the street.



CABALLERO, KOSTON, MULLEN, ROWLEY



The New Deck for these guys is on top of the movie theatre's marquee. To get there, hop into the purple half pipe. Roll up the ramp into a grind on the cable nearest the theatre and hold the grind across the

street, around the bend, and up onto the marquee for the **Ridin' the XXX** gap and the New Deck.



CAMPBELL, LASEK, MUSKA, THOMAS



This group's New Deck is positioned on a cable extending from the half pipe under the overpass towards the circular fountain near the towers. Although it's possible to grind the side wall of the half pipe and

hop into a grind on the cable with the New Deck, point-hungry skaters should opt to begin the grind on the wire near the purple half pipe. Grind from there, towards the hotel, and on for the three **Wire Ridin'!** gaps and the New Deck.



GAPS (65)

A EASTERN TREMOR! 100 PTS

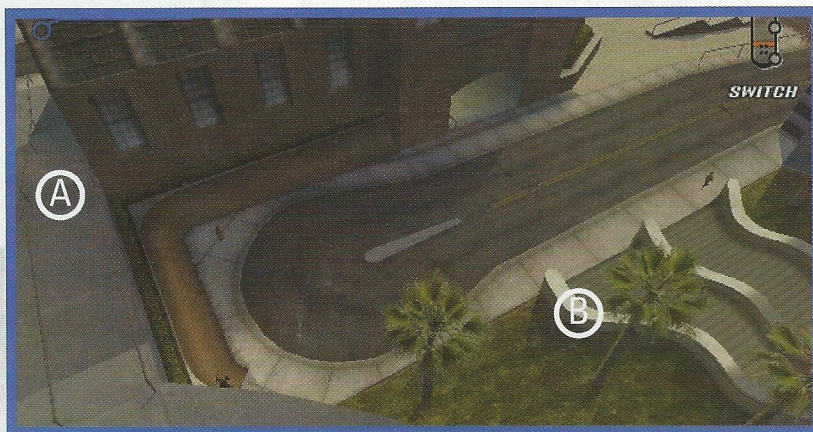
Grind the handrail behind the library down towards the street.

A RAIL SKIP! 100 PTS

Head to the left from the starting point and transfer a grind from the rail nearest the back of the library to the Eastern Tremor rail.

B BUNKER 200 PTS

Forego the stairs at the starting point and ollie over the grassy hill and onto the sidewalk or street below.



C NORTHERN TREMOR! 100 PTS

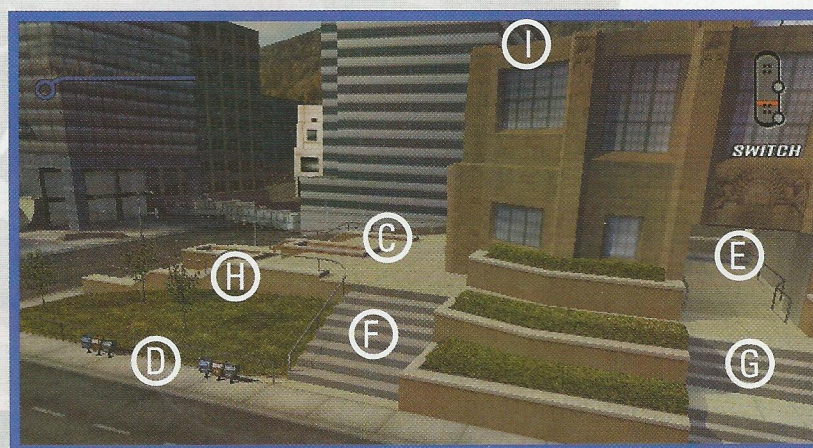
Grind the handrail running along street on the north side of the library.

D SOUTHERN TREMOR! 100 PTS

Grind the rail between the street corner and the side steps of the library.

E WESTERN TREMOR 100 PTS

Grind the rail leading straight through the tunnel in the library.



F GETTIN A LEARN ON! 100 PTS

Grind the south wall out front of the library and transfer the set of steps nearest the Southern Tremor! rail.

G STAIR SKIP! 100 PTS

Hold the Gettin A Learn On! grind towards the rear of the library and transfer the grind over the steps leading up to the side of the library.

H DOWN THE STAIRS 100 PTS

Ollie down the top set of stairs in front of the library.

H ALL THE WAY 300 PTS

Ollie down both sets of stairs in front of the library. It must be done with one single jump.

I PURE AIR! 200 PTS

After hitting the They're Grate gap, visit the top of the library. Drop down into the opened grates and clear the gap between the quarter pipes.



J WEST SIDE! 100 PTS

Clear the street between the library and circular fountain in a single bound.

J EAST SIDE! 100 PTS

The same as the West Side! gap, but going back across the street to the library. Use a car plant to get across without touching down.

K GOIN' BALLISTIC 200 PTS

Follow the directions for Nosebleed Time, but leap even higher into the air from the rooftop half pipe.

K NOSEBLEED TIME 100 PTS

Hit the Tower Poppin' or Tower Lockin' gap to transfer onto the roof of the large office building and leap into the air a moderate height.

K TOWER POPPIN' 100 PTS

Transfer from the quarter pipes near the circular fountain onto the narrow concrete roof above the windowed lobby.

L WASHIN' WINDOWS 200 PTS

Leap from the Tower Poppin' quarter pipe into a grind on either of the window washing scaffolds above.

M WIRE DROP!!! 300 PTS

Grind the Wire Ridin' 1, 2, and 3 cable all the way to the fountain and drop off the end into a grind on the edge of the fountain.

N TOWER RAIL SWAP! 100 PTS

Transfer a grind between the handrails of the tower walkway behind the carwash.

N TOWER SOUTH 100 PTS

Grind the handrail behind the carwash and transfer across the break in the rail just before the kiosk.

O ELECTRIFIED! 300 PTS

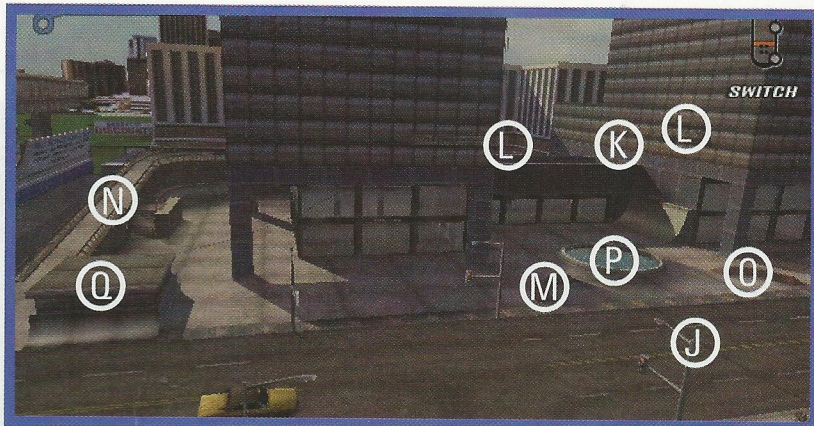
Pop off either of the curved benches near the circular fountain and land in a grind on the power lines near the lampposts.

L SOUTHERN WASHER LIP 100 PTS

Cross the street in front of the library towards the circular fountain and use the quarter pipe on the left (to the south) to leap into a lip trick on the window washer's scaffolding above the ramp.

L NORTHERN WASHER LIP 100 PTS

The same as the Southern Washer Lip, but the lip trick needs to be performed on the washer above the right-hand ramp.



P OVER THE FOUNTAIN!

200 PTS

Air off the ledge of the round fountain on the west side of the city.

P FOUNTAIN HOP

100 PTS

Cross the street towards the circular fountain and transfer a grind from one of the curved benches to the fountain, and then on to the other bench.

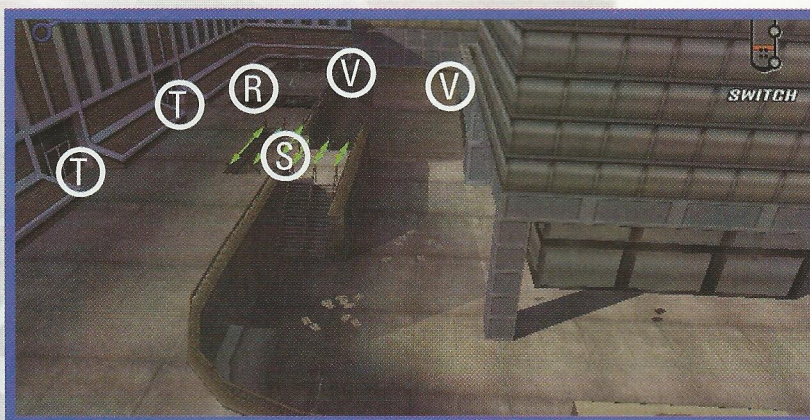
Q KIOSK!

100 PTS

Use the small quarter pipes on either side of the kiosk (small building next to carwash) to transfer up and over it.

R THEY'RE GRATE! 100 PTS

Grind the curving brick ledge above the Tower Rails Gap handrails. Scoring this gap causes the grates to drop into the tunnels below, and drops other grates around the city.



S TOWER RAILS GAP 200 PTS

Roll up onto the walkways behind the towers and transfer a grind across the stairs from one handrail to another.

T DOORWAY HOP

50 PTS

Grind the brick ledges of the office building behind the towers and transfer the grind across the breaks in the ledge near the doors.

U VENTING FRUSTRATION

200 PTS

Hit the They're GRATE! gap to open up the subterranean half pipe near the tower and transfer out of the underground half pipe onto the banked wall below the tower handrails.

V TOWER LOCKIN'

100 PTS

This is the same as the Tower Poppin' gap, but via the ramp on the other side of the narrow rooftop half pipe. Be careful, as there's only one quarter pipe on that side of the building.



A SHOTS N' LADDERS! 200 PTS

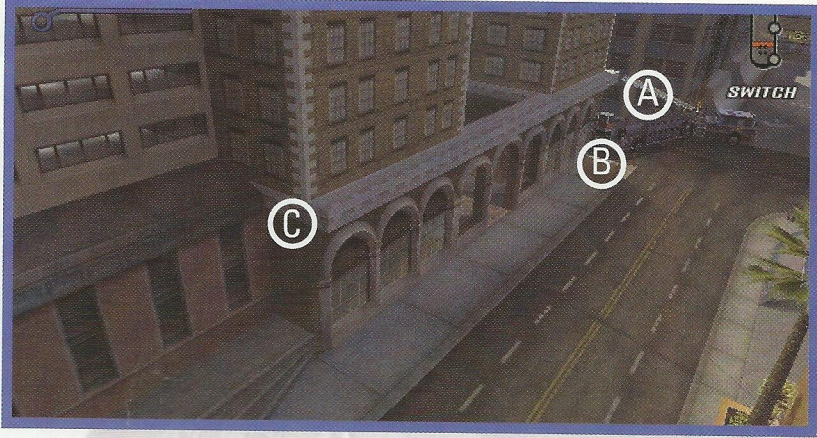
Grind the ladder on the fire truck.

B TO THE LADDER! 100 PTS

Pop off the small kicker ramp on the sidewalk near the fire truck and land in a grind on the truck's ladder.

C NICE MOVE! 300 PTS

Grind from the fire truck's ladder onto the white ledge of the hotel towards the movie theatre. Leap from the edge of the hotel to the right to continue the grind on the roof of the pink building across the street from the purple half pipe.



D HOT, HOT, HOT! 200 PTS

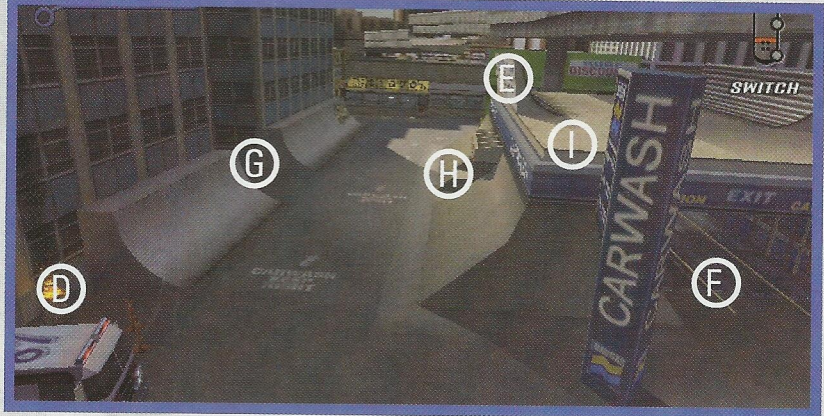
Leap the barrel fire near the fire truck.

E LIP WASH 100 PTS

Skate over to the carwash and lip trick on top of the white sign above the carwash.

F SQUEAKY CLEAN! 100 PTS

Transfer a grind between the two rails inside the carwash.



G GRIND ILLIN' 100 PTS

Grind the banked wall to the right of the fire truck and transfer the gap to the wall near the liquor store.

G COLD CHILLIN' 100 PTS

Transfer the two concrete quarter pipes between the fire truck and liquor store.

H BURRITO CARNITAS 100 PTS

Grind the blue edge of the car wash past the sign in the center.

H BURRITO GRANDE 100 PTS

Alley-oop over the sign on the center of the carwash via the banked concrete walls on either side.

I TO GET TO THE OTHER SIDE, BABY! 200 PTS

Hop onto the roof of the carwash before the earthquake and start grinding one side of it. Hop into a manual, cross the roof, and start grinding away on the other edge.

I PASSIN' GAS! 200 PTS

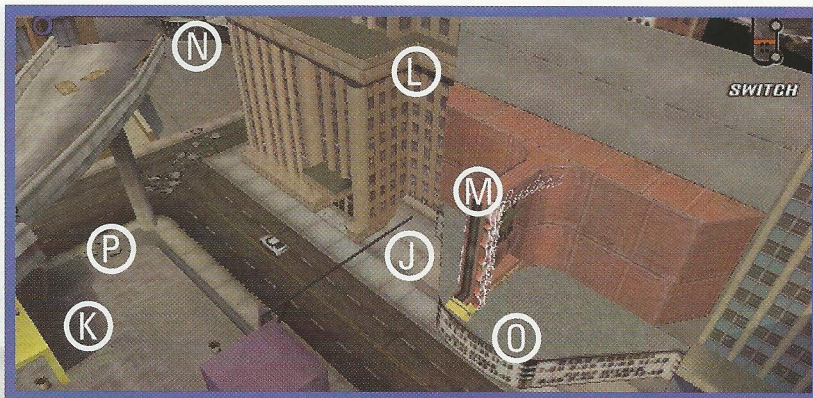
Leap from the edge of the carwash and hit the "Havgas" sign near the street for a brief wallride.

J TRIPLE X HOP! 100 PTS

Grind across the stairs of the movie theatre and transfer the grind to the ledge of the office building on the corner opposite the library. This gap can be scored in either direction.

K YELLOW CUTTER! 100 PTS

Jump through the window-like opening in the side of the yellow building.



L DON'T FALL!!! 200 PTS

Follow the directions for getting the Secret Tape. Once on the first building after the overpass, leap into a grind on the edge of the Busters Cherry sign.

M BUSTIN CHERRIES! 100 PTS

Follow the directions for finding the Secret Tape and transfer a grind from the Busters Cherry sign onto the black pipe near the Tape.

N OVERPASS LEAP 200 PTS

Leap from the wooden ramp at the end of the overpass near the library into a grind on the office building with the green ledge.

O RIDIN' THE XXX 200 PTS

Enter the purple half pipe and start grinding the wire on the Purple Transfer side of the pipe. Hold the grind across the street and onto the edge of the movie theatre's marquee.

P PERSHING RAMP 100 PTS

Cross the street from the library towards the yellow building and transfer grinds across the rails near the small ramp.

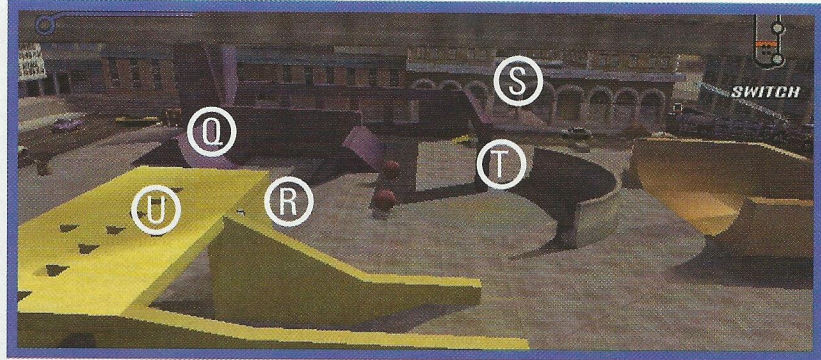


Q PURPLE TRANSFER 100 PTS

Transfer from the purple half pipe to the narrow quarter pipe on the other side of the wall.

Q PURPLE SKIPPIN' 100 PTS

Use the angled ramps near the purple half pipe to cross over the purple half pipe lengthwise.



R INDIANA STYLE! 100 PTS

Complete the Free Ballin' objective and then manual across their path in the gully.

S HOTEL LIP SMACKIN' 100 PTS

Use the concrete ramps beside the entrance to the Morehead Hotel to leap into a lip trick on the ledge above.

S HUNG OVER 100 PTS

Transfer over the awning at the Morehead Hotel.

T TO THE STAIRS! 100 PTS

Leap from the small yellow kicker near the purple half pipe and land in a grind on the curved stair nearest the street.

U OVER THE YELLOW STONE SHACK 100 PTS

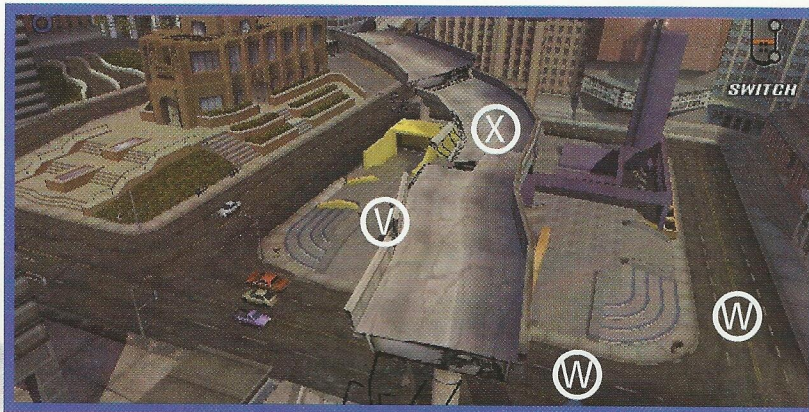
Use the narrow, angled wall of the yellow building as a ramp and leap over the rest of the structure.

U YELLOW FALL 100 PTS

Drop through one of the holes in the roof of the yellow building.

V BYE-BYE 200 PTS

After starting the earthquake, head up to the overpass and grind across the trapped car. This topples the car (yes, the driver too) into the road below.



W WIRE RIDIN 1! 100 PTS

Ride up the purple half pipe and grind the cable towards the hotel across the street. Hold the grind past the front door of the hotel and back across the street towards the overpass.

W WIRE RIDIN 2!! 200 PTS

Follow the directions for Wire Ridin 1! and hold the grind past the half pipe to the corner across from the library.

W WIRE RIDIN 3!! 300 PTS

Follow the directions for Wire Ridin 2!! and continue the grind off the very end of the cable near the circular fountain.

X OVERPASS AFTERSHOCK 100 PTS

Start grinding the guardrail on the demolished overpass and transfer the grind over the two gaps between the trapped motorist and the ramp near the library.

NEVERSOFT CHALLENGE

ALLEY-OOP! 300 PTS

As in jumping, not a highlight reel dunk.



TOKYO

TOKYO

UNLOCKED WITH 35 GOALS COMPLETED.

COMPETITION RULES

Each run is 1 minute.

Skaters get 3 runs.

Bails hurt scores.

Average of top 2 runs is your final score.

Finish top 3 for a medal.

COURSE OVERVIEW

It's time for the third and final competition in the game. The venue: the wonderfully, neon-lit streets of Tokyo. Real estate is at a premium in this land, so don't expect a lot of wide open spaces. Tokyo is the ultimate reflex course. All of the buildings in the city have been plastered with high-tech, highly grindable, billboards advertising everything from Quiksilver wetsuits to Happy Fun Buns. Anybody can grind a street level rail, but only a precious few can dance their board across a series of third story balconies and banners.

Although skaters will find themselves drawn to gapping between the numerous awnings and ledges on the buildings, there are some pretty impressive features in the streets as well; most notably, a pair of full pipes. Other sources of inverted goodness include a pair of bowls in the south end of the course, numerous quarter pipes in the north, and spines and funboxes everywhere in between.

Skaters with a penchant for high-dollar vandalism are not only able to satisfy their malicious tendencies, but unlock some mighty impressive terrain as well.

SCORING LINES

A lot of scoring can be done without leaving the northern area near the starting point. Start working the quarter pipes to boost the Special Meter and then kick off a combo with the skater's most impressive Special Trick on the quarter pipe near the roll-in. Flip trick over the box for the **Bento Box Gap** and manual into a lip trick on the vert ramps near the walkway. Work back across the box to score the **Bento Box Gap** one more time and go huge with another Special Trick off the quarter pipes where the line began to cap off this short, but sweet scoring string.

By adding a well timed Revert to a trip through the full pipe, it's possible to incorporate the **Loop Balance** gap's meaty bonus into a scoring run. Head through either of the pipes in a southerly direction and Revert as soon as the **Loop Balance** points register on the screen. Quickly tap into a manual and ride it up over the oddly shaped, pink funbox to start grinding. Hop into a grind on the back wall for the **Unagidon Gap**, grind around the area in a clockwise direction, and transfer onto the curved ledge behind the glass sign for the **Katsudon Gap**. Mix in a Special Grind and some flip tricks and work back to the north.

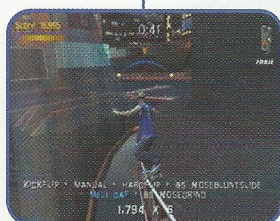


From the southern section of the competition area, start grinding the lip of the bowls in a counter-clockwise direction and hop across to grind the ledge of the brown, angled sign for the **Tendon Gap**. Trick, manual, and grind all the way towards the quarter pipes at the northern end of the area and sky off the ramps to add a flip or grab trick to the combo. Revert out of the landing and charge the walkway and hop into a grind on the outer railing. Grab the **Waribashi Gap** at the top of the ramp by hopping to the other rail. Grind south along the handrail and leap at the turn to grind down the ramp for another **Waribashi Gap**. Add a Special Trick to the mix by soaring off the pink quarter pipe.



ILL SCORING

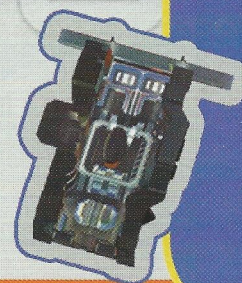
Kick off this lengthy grinding string by popping off the hologram into a southerly grind on the ledge below the Fliberte sign. Grind onto the next ledge for the **Meji Gap** and carry it down onto the edge of the pink quarter pipes for the **Katsudon Gap**. Special Grind around the perimeter of the bowls and ollie into a grind on the brown sign for the **Tendon Gap**. Trick into a grind on the walkway handrail and ride it down into a manual on the street. Work the quarter pipes near the judge's booth with a Revert or two and then transfer a grind across the roll-in for the **Weak California Roll-in Rail** gap. Special Grind around the bend towards the record store and ollie down onto the street to cash out of the line.



THAT'S NOT ALL, FOLKS!

Skateboarding is not a crime! On the other hand, destroying large, expensive, neon signs is. That shouldn't stop anyone from tearing up this virtual course, and leaving shattered signs in his or her wake.

In some cases, destruction is good. Skate around in the higher reaches of the park to find hidden half pipes tucked behind signs. Getting to some of them may take a bit of property damage to reach. Of course, getting inside these semi-hidden half pipes makes finding some of the Stat Points *much* easier.



STAT POINTS

TOKYO



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

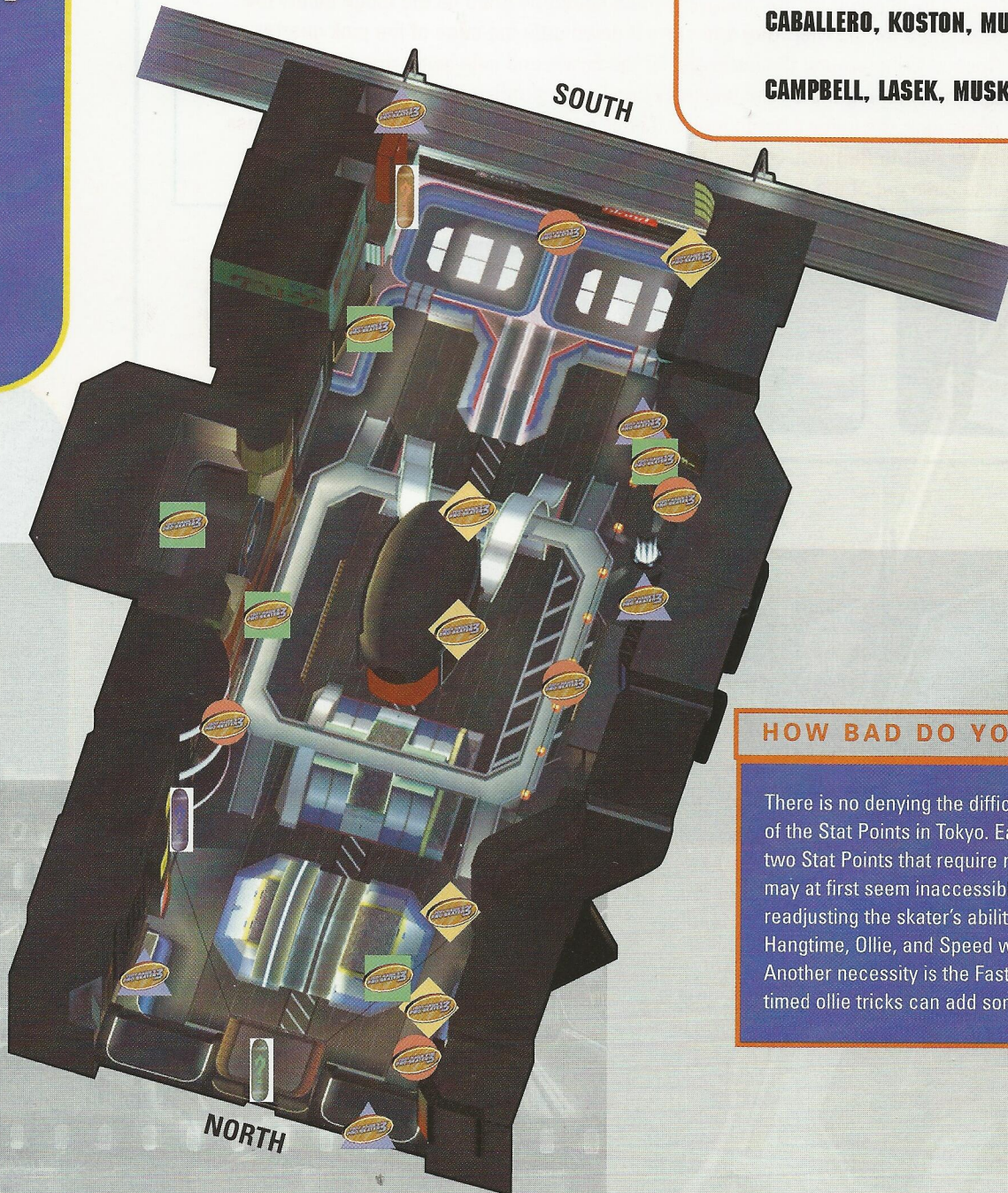
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS



HOW BAD DO YOU WANT IT?

There is no denying the difficulty in finding some of the Stat Points in Tokyo. Each skater has one or two Stat Points that require reaching ledges that may at first seem inaccessible. In many cases, readjusting the skater's abilities to favor Air, Hangtime, Ollie, and Speed will do the trick. Another necessity is the Fastplant/Beanplant trick. Carefully timed ollie tricks can add some much needed oomph to a leap.





STAT POINTS

**HAWK
KOSTON
MUSKA
THOMAS**



Grind the cable with the Japanese lanterns towards the small ledge to the north. Initiate another grind on the cable leading to the judge's booth to find the first Stat Point.



A Stat Point is located on the ledge above the entrance to the Gateway Plaza (fancy red and gold building with enormous round sign on top). Pop off either of the concrete statues out front into a grind on the ledge.



The next Stat Point is atop the large, brown sign adjacent the Quicksilver shop. Launch from the pink quarter pipe below it as high as possible to grab it.



Hop onto the concrete roof above the entrance to the Gateway Plaza and begin working the three tall walls to build speed. Fastplant/Beanplant up the wall into a grind. The next Stat Point is on the ledge in the center of the rear wall.



It's located on the third half-circle ledge of the building in the southwest section of the course. Fastplant from the pink quarter pipes up to a grind on the ledge at the bottom of the Jeep sign in the corner. Leap from there, into a grind on the second blue ledge and then to a grind where the Stat Point is.

**CABALLERO
LASEK
REYNOLDS**



The first Stat Point is very close to the starting point. Drop down the roll-in and turn to the right. Launch from the quarter pipe running under the wall with the stickers to grab the Stat Point sitting on top.



The next Stat Point is sitting atop the center of the cable with the orange lanterns. Either grind the cable or pop off the roof of the bus stop to snag it.



There's a Stat Point hovering above the pools in the south end of the course. Transfer from one pool to the other via the **Donburi Transfer** to grab the Stat Point.



After doing some high altitude destruction, use the circular cutout in the facade where the large circular sign was as a ramp to reach the Stat Point. Fastplant/Beanplant out of the ramp and onto the ledge of the building to the north. The Stat Point is under the large neon sign depicting a DualShock 2 controller.



The final Stat Point is on the triangular glass sign near the cable with the lanterns. Approach the cable very slowly from the south. As soon as the skater begins to grind the cable, hop off to the left to grab the Stat Point.

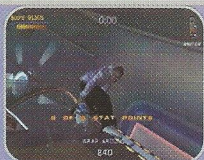
**CAMPBELL
MARGERA
ROWLEY**



Before dropping down the roll-in at the start of a run, turn around and leap into a grind towards the left on the neon rail. Hop across to the other rail for the **Hidari Men** gap and continue grinding to pick up the Stat Point.



Not too far from the first Stat Point, the next one is just steps away from the starting point. Make the drop and head left towards the quarter pipe below the flashing black and white screen. The Stat Point is just above the center of this ramp.



There is a Stat Point on the edge of the lower animated fish sign, right where the cable with the lanterns is connected. Jump from the quarter pipe on the ground or get it when going for the grind across the lanterns.

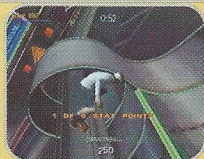


Start grinding the ledges in the northwest corner of the map in a southward direction. Leap from a grind atop the large sign on the record store into a grind on the three-sided sign below the digital clock. This takes the skater right through the next Stat Point.



Skate over to the south end of the course and grind to the large blue sign in the southeast corner. Leap from the bridge into a grind atop the sign and then drop into the half pipe behind it. Transfer out of the south end of the pipe and through the vertical red sign.

**GLIFBERG
MULLEN
STEAMER**



The first Stat Point is above the vert ramp between the two full pipes. It's on the side of the pipes nearest the starting point.



The next Stat Point is in the center of the red plexi-sign hanging below the blimp. Charge the spine between the two full pipes from the south with a fully lit Special Meter and Boneless up onto the sign for the **Fugu Gap**.



A Stat Point sits on top of the Happy Fun Buns sign in the northwest corner of the course. Grind the cable with the Japanese lanterns northward to the Stat Point.



Continue grinding the cables from the previous Stat Point towards the judge's booth at the very northern end of the course. From there, grind the cable stretched out to the east towards the bright, yellow sign. The next Stat Point is at the end of this cable.



The final Stat Point is way above the bowl in the southwest corner of the course, right between the Blonde sign and the XXX sign. Charge the back wall of the pool at full speed and Fastplant/Beanplant upwards to grab it.

TOKYO



NEW DECK

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER



These skaters' New Deck is on top of the judge's booth. Grind the cable with the orange Japanese lanterns to the small platform above the street. Grind the second cable to the roof of the booth and

carefully swoop by and grab the Deck.



CABALLERO, KOSTON, MULLEN, ROWLEY



Journey to the southeast corner of the course and blast off the pink quarter pipes below the large, sky blue, neon sign. The New Deck is on top of this sign. It can also be reached by transferring a grind from the railroad tracks on the bridge to a

grind on the edge of the sign, although this is much more difficult.



CAMPBELL, LASEK, MUSKA, THOMAS



Leap into a grind on the neon rail directly behind the starting point and transfer it to the rail to the right for the **Migi Men** gap. Transfer the grind southward along the ledges of the next three buildings for the **Migi Aoyagi** gap and **Akagai Gap**. Wallride onto the ledge

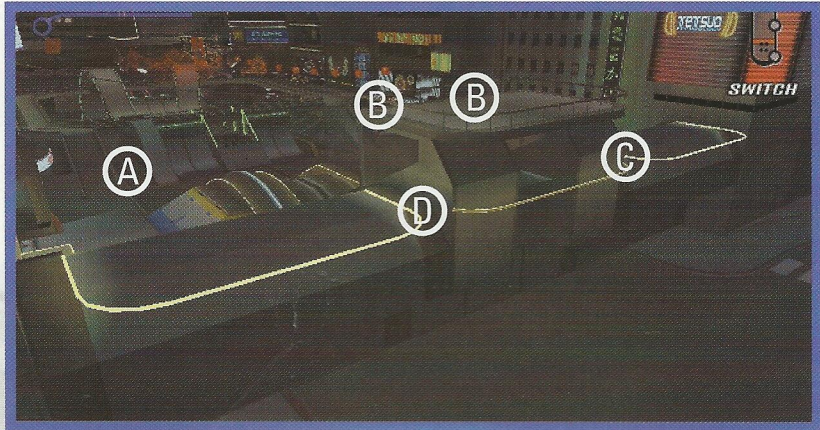
above the Matsubita sign to pick up the New Deck.



GAPS (99)

A MOTSU GAP 50 PTS

Grind northward along the step box in front of the Gateway Plaza and transfer the grind to the handrail on the walkway ramp. This gap is easier done when grinding the lower of the two stairs, as it allows for more of an angle.



B MEN AGARI 1500 PTS

Directly behind the judges' booth are three neon yellow rails. Grind either of the rails on the sides towards the central booth and leap off into a wallride upward along the side of the booth. Hold the wallride into a grind on either of the cables extending off the corners of the roof. Easier said than done!

C HIDARI MEN 250 PTS

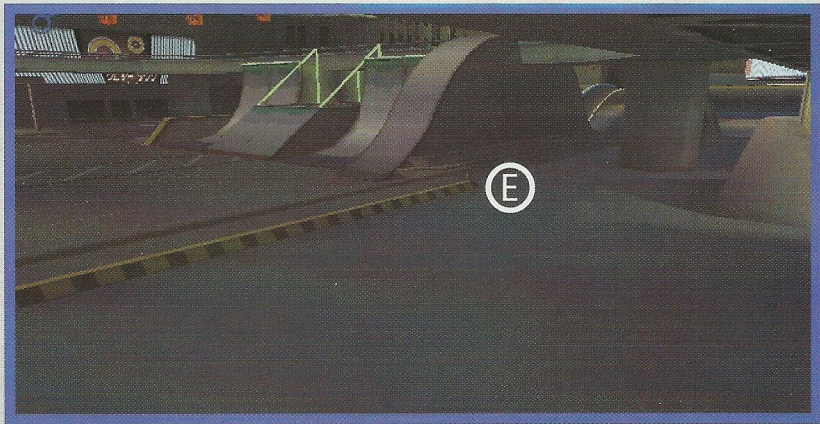
From the starting point atop the roll-in, turn around and grind the neon rail to the left. Ollie across the gap and land in a grind on the next neon rail.

D MIGI MEN 250 PTS

The same as the Hidari Men gap, but grind and jump to the rail to the right instead.

E HASAMI GAP 50 PTS

Grind northward on the yellow and black striped rail in front of the Gateway Plaza and transfer the grind to the step box under the walkway.



F GESO KARA AGE GAP**1000 PTS**

Use either of the quarter pipes flanking the roll-in at the starting point and leap into a lip trick on either of the cables extending off the corners of the judges' booth.

G TOSHIKOSHI SOBA GAP**500 PTS**

Grind the cable with the orange Japanese lanterns on the western side of the map.

H SOMEN GAP**800 PTS**

Grind the cable from the Happy Fun Buns sign towards the judges' booth and carry the grind around the back railings on the roof and then onto the cable leading off to the yellow sign in the east. The grind must be continuous.

I AKAGAI GAP**150 PTS**

Leap from a grind on top of the black and white flashing sign in the northeast corner of the course to a grind on the curving ledge of the neighboring building.

I HOKKIGAI GAP**50 PTS**

Grind the lip of the quarter pipes near the starting point in a clockwise direction and ollie into a grind on the curving ledge with the large, multi-colored sign. The ledge is on the second building.

J HAMO GAP**100 PTS**

Grind the indented ledge of the building with the large Dualshock 2 controller sign and transfer the grind to the top edge of the lower curvy grind in the northeast corner.

J KANPACHI GAP**50 PTS**

Grind the lower edge of the multi-colored sign two buildings clockwise from the starting point. Transfer the grind to the low, semi-circular sign with the bright white lights.

K MIGI AOYAGI**150 PTS**

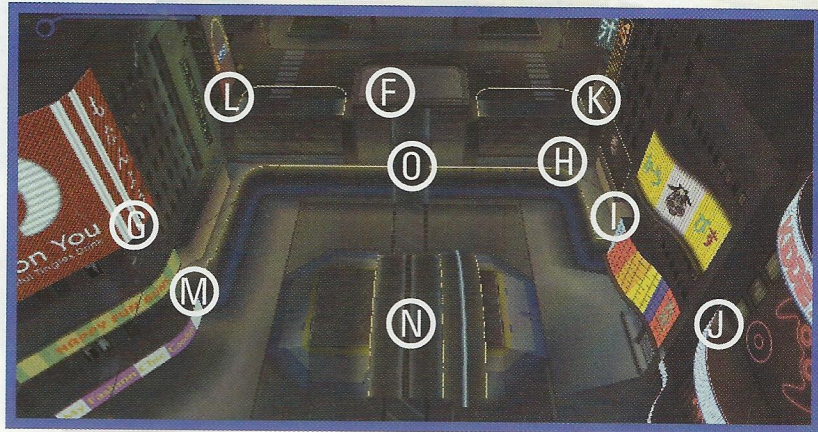
The same as the Hidari Aoyagi gap, but utilizing the neon rail and the second building on the eastern side of the course.

L HIDARI AOYAGI**150 PTS**

Behind the roll-in at the starting point are three neon rails. Grind the rail on the left (westernmost) all the way to the end near the building and transfer across the gap to a grind on the ledge of the second building.

M TAIRAGAI GAP**150 PTS**

Leap from the quarter pipes in the northwest corner of the area to start a grind on the upper rail of the second building from the north. Transfer this grind down to the purple and white sign on the next building.



M HAMAGURI GAP

50 PTS

Grind the quarter pipes near the starting point in a counter-clockwise direction and ollie into a grind on the curving sign on the next building. The sign's front is purple and white.

N BENTO BOX GAP

50 PTS

Sky over the top of the funbox directly in front of the starting point.

O WEAK ASSED CALIFORNIA ROLL-IN TRANSFER

50 PTS

Definitely one of the more obvious gaps in Tokyo, but a bonus nonetheless. Use the quarter pipes at the northern end of the course to transfer across the roll-in.

O WEAK CALIFORNIA ROLL-IN RAIL

50 PTS

Grind the rail of the quarter pipes flanking the starting point and leap across the roll-in to continue the grind.

O TORI KARA AGE GAP

250 PTS

There is a rail on the judges' booth, just above the top of the roll-in. Leap from the quarter pipes in the street up to this rail (not the handrail on the roof) and lip trick on it.

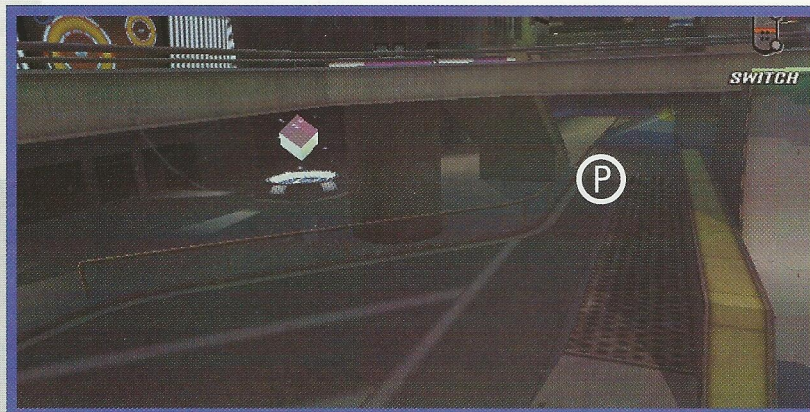
P TEBASAKI GAP

150 PTS

Grind the set of handrails near the bus stop southward towards the bowls. Grind all the way to the edge on the third rail and leap to the right while still holding the Grind Button. The skater automatically begins grinding the bottom of the rail on the walkway ramp.

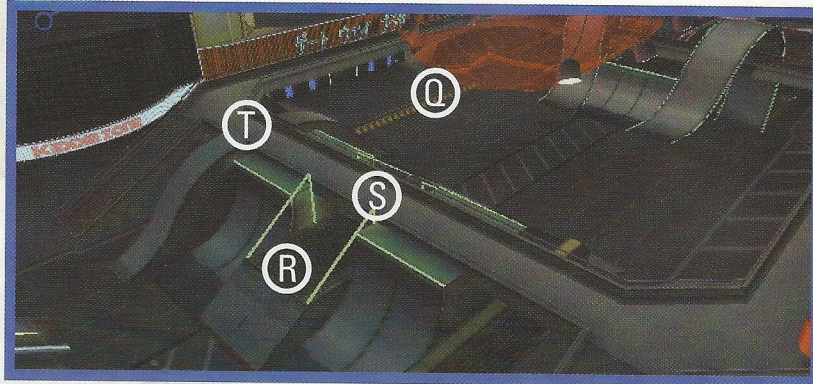
P NEGIMA GAP 50 PTS

Just past the Bento Box Gap funbox, on the western side of the course, is a long manual box near running under the walkway. Grind the handrail near the bus stop towards the starting point and leap right before the curve in the rail and land in a grind on the edge of the manual box.



Q FUGU NO NAKA GAP 1000 PTS

Triggering this gap requires the skater to manual the length of the red plexi-sign suspended below the blimp. Follow the directions for the Fugu Gap, but land in a manual. Ollie and flip trick to maintain speed, but always roll around in a manual.

**Q FUGU GAP 500 PTS**

Transfer up to the red plexi-sign suspended below the blimp. Trick out the Special Meter in the bowls in the southern end of the course and start grinding the long center rail towards vert ramp between the two full pipes. Boneless off this ramp with maximum speed to make the leap onto the sign. This gap can be gained from the north also, but it is much, much, more difficult.

Q FUGU NO HONE GAP**1500 PTS**

Transfer to a grind on the edges of the red plexi-sign hanging below the blimp. Follow the directions for the Fugu Gap but angle the skater towards the edges to land in the grind.

R TRICKY ONIGIRI TRANSFER**75 PTS**

Pass over the first funbox near the starting point to approach the quarter pipes and funbox near the walkway. Transfer the pair of quarter pipes flanking the funbox to grab this bonus.

R ONIGIRI LAUNCH**75 PTS**

Trick over the first funbox in front of the starting point to gain speed and use the second one to air over the walkway to the other side.

S ONIGIRI GAP**100 PTS**

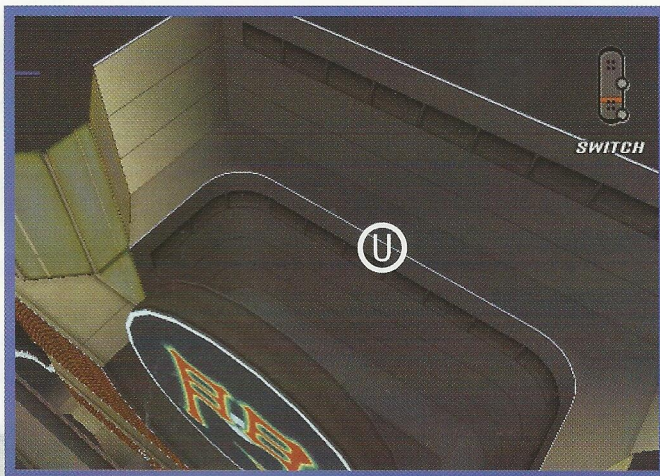
Pass over the funbox near the starting point and grind up the angled neon rail in the center of the structure near the walkway. Transfer over the walkway to a grind down the neon rail on the other side.

T AGEDASHI TOFU GAP**75 PTS**

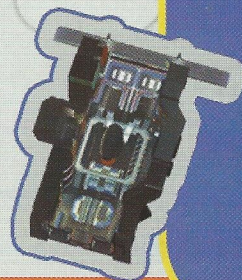
Just across the funbox from the starting point is a large construction of ramps and boxes near the elevated walkway. On the far left is a large pseudo-roll-in. Grind up this curved ramp, Ollie over the walkway, and land in a grind on the roll-in-like ramp on the other side.

U KAIBASHIRA AGE GAP 1000 PTS

Enter the large concrete tower above the entrance to the Gateway Plaza (below the giant circular sign). Once in this roof-like area, work the banked walls to build up enough speed and air to lip trick on the ledge way above. the Fastplant/Beanplant ollie tricks are very helpful in reaching the out-of-sight ledge.



TOKYO



V HAMACHI NO MACHI RAIL

400 PTS

Transfer a grind between the large red neon wall and the white neon wall on one side, or with the stone wall on the other.

W HAMACHI KAMA GAP

1000 PTS

Take out the large circular sign atop the Gateway Plaza and then transfer a grind from ledge to ledge across the round cutaway in the wall.

W MEGA MECHA MAYHEM!!!

2000 PTS

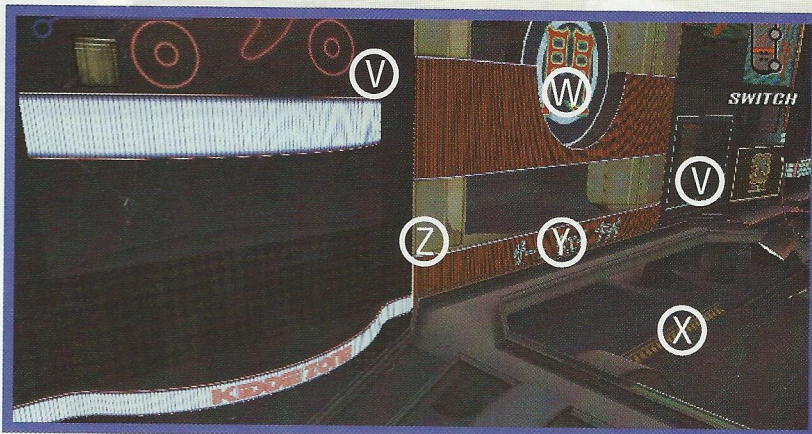
This gap triggers with the destruction of the large circular sign, high above the course.

X SUZUME GAP 150 PTS

Grind up the inside handrail of either walkway ramp near the Gateway Plaza and ollie from the top of the ramped portion over the walkway and into a grind on the yellow and black striped rail on the ground.

Y TSUBUGAI GAP 50 PTS

Grind the easternmost rail of the elevated walkway and transfer the grind to the red neon sign below the enormous circular sign.



Z KAPPA MAKI

75 PTS

Grind the lower roof of the Gateway Plaza to the north and Wallride into a grind on the semi-circular ledge between the lights in the center of the next building.

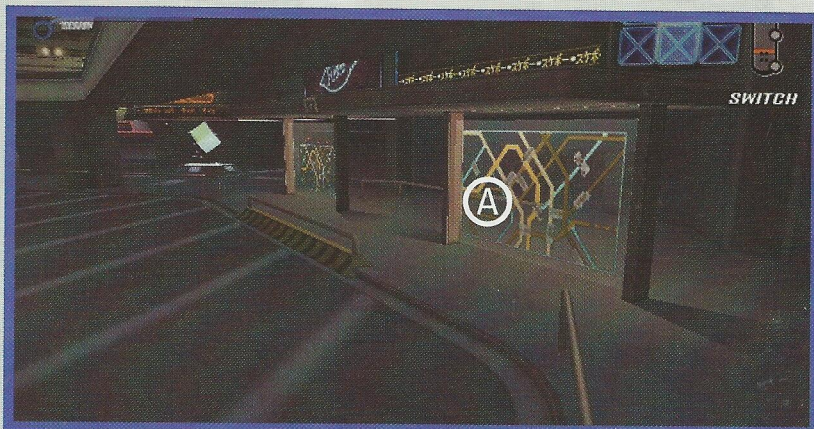
Z CHUTORO MAKI

75 PTS

Grind the half-circle ledge above the Matusbita sign in a southward direction and hold it right off the edge and down onto the lower roof of the Gateway Plaza building.

A YAKITORI GAP 50 PTS

Grind the handrails near the glass bus route maps and leap from the end of the rail to crash through the glass and continue the grind on the next rail.

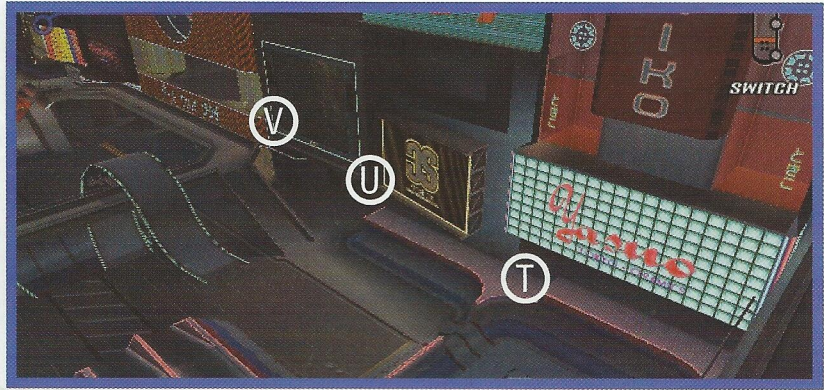


T TENDON GAP 50 PTS

Grind the coping of the pink bowls in a counter-clockwise direction and leap, while still on the higher edge, to a grind on the ledge of the brown, angled sign.

U MIRUGAI GAP 50 PTS

Transfer from a grind on the ledge below the large brown sign into a grind above the entrance to the Quiksilver store.

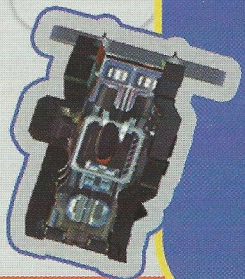


V NORI MAKI GAP 50 PTS

Leap from a grind on the ledge of the Quiksilver store to a grind on the edge of the roof above the Gateway Plaza sign.

V FUTO MAKI GAP 150 PTS

Starting and ending in a grind, clear the Mirugai Gap and Nori Maki Gap in a single leap.

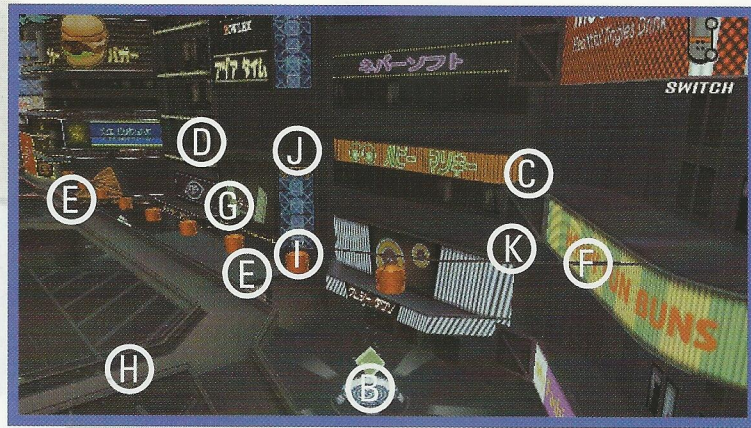


B SHABU SHABU GAP 250 PTS

Launch off the hologram projector under the cable with the orange lanterns and land in a grind on any of the overhead awnings, ledges, or rails.

C TORIGAI GAP 250 PTS

Grind southward on the Happy Fun Buns sign and transfer the grind either to the lower awning of the record store or to the nearside edge of the bus stop.



D SHAKO GAP 150 PTS

Grind the ledge directly below the large digital clock to the south and transfer the grind to the second balcony above the Fliberte sign.

D NIGIRI GAP 100 PTS

Grind the top of the protruding sign below the digital clock and transfer the grind to the awning below the Fliberte sign.

D EDOMAE GAP 75 PTS

Grind the second brown ledge of the building on the western side of the area near the orange lanterns and transfer the grind to the three-sided sign on the building with the large digital clock above it.

E YAKISOBA GAP 150 PTS

Grind up the outer handrail of either of the walkway ramps on the western side of the area and launch from the angled portion of the rail into a grind on the cable with the Japanese lanterns.

F TOSHIKOSHI SOBA OTOSHI 400 PTS

Grind northward along the cable with the orange, Japanese lanterns and ollie over the ledge the cable is connected to so as to land in a grind on the quarter pipe below.

G CHAKINZUSHI GAP 75 PTS

Leap from a grind on the western edge of the bus stop used in the Shumai Gap and land in a grind on the ledge/awning of the building with the purple "Flibert" sign.

G HIRAME GAP 50 PTS

Grind the inner edge of the bus stop under the orange Japanese Lanterns and hop into a grind on the walkway's handrail.

H WARIBASHI GAP 50 PTS

Grind any of the handrails on the elevated walkways and transfer the grind to a rail across from it.

I SHUMAI GAP

50 PTS

Leap from a grind on the lower awning of the fourth building from the starting point (counter-clockwise direction) to a grind on the bus stop roof.

J AMAEBI GAP

200 PTS

Grind southward along the upper portion of the large record store sign, four buildings down from the north end of the course on the west side of the map. Use the ramped end of the sign to transfer into a grind on top of the three-sided sign below the digital clock.

J EBI GAP

150 PTS

This is very similar to the Amaebi Gap with the only difference being that the skater only needs to land on top of the sign below the digital clock. No grinding is necessary.

K KAZUNOKO GAP

150 PTS

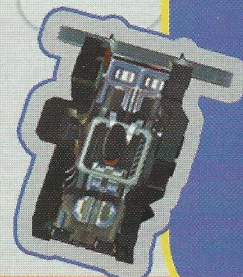
Grind the ledge of the quarter pipes near the starting point in a counter-clockwise direction. And hop onto the ledge behind the purple and white sign on the next building. Pop off the banked lip of the ledge and land in a grind on top of the brown and white neon sign of the records building.

K GYOZA GAP

50 PTS

Transfer from a grind on the curving, purple and white sign on the lower ledge of the building with the Hamuguri Gap to a grind on the lower awning of the next building away from the starting point.

TOKYO

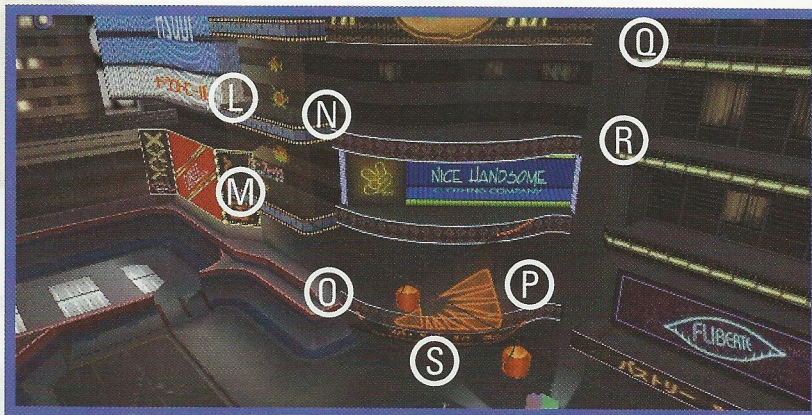


L AMAZAKE GAP 500 PTS

Head to the southwest corner of the course and grind the ledge under the second animated fish sign to the south. Transfer the grind to the ledge below the large Jeep sign near the bridge.

M HIRAME KARA AGE GAP 500 PTS

Transfer out of the bowl in the southeast corner of the course into a lip trick on top of the enormous, sky blue sign. Attentive skaters will notice the half pipe tucked away behind this sign.

**M FUGU JUJU GAP****150 PTS**

Grind along the lower ledge of the second building in the southwest corner of the course and transfer the grind to the second curvy ledge of the building with the triangular Tokion sign.

N KAME HAME GAP**200 PTS**

Transfer a grind from the second blue ledge in the southwest corner of the area into a grind on the third semi-circle ledge of the building with the large blue sign.

N ZARUSOBA GAP**200 PTS**

Grind the ledge under the second animated fish sign and transfer the grind down onto the cable with the Japanese lanterns.

O KATSUDON GAP**50 PTS**

Transfer from the quarter pipe in the southwest corner of the area, adjacent the pool, to the lowest ledge of the building with the Tokion sign. This is the ledge with the triangular, glass sign.

O OKONOMIYAKI GAP**75 PTS**

Skate over to the southwest corner of the course and grind northward along the edge of the quarter pipe below the animated fish signs. Transfer the grind to the upper edge of the triangular Tokion sign on the next building.

P MEJI GAP**100 PTS**

Grind the ledge under the purple "Flibert" sign to the south (towards the pink bowls) and hold the grind right onto the curved ledge behind the triangular glass sign.

Q TORO GAP**300 PTS**

This is very similar to the Maguro Gap, except it takes place on the ledges directly above it. Transfer a grind from the ledge directly below the large neon hamburger to the second balcony above the Fliberte sign.

R MAGURO GAP**200 PTS**

Grind the curving ledge under the blue sign where the orange Japanese lanterns connect and transfer the grind to the second ledge of the next building to the north.

S TAKOYAKI GAP**1000 PTS**

Transfer a grind from the triangular Tokion sign to the cable with the Japanese lanterns. Begin grinding the top edge of the sign and immediately hop to the right to grind the cable.

S CHILI CHEESE OKONOMIYAKI

500 PTS

Grind the top edge of the triangular Tokion sign near the southwest corner of the course. The majority of the sign must be railed along to score the gap.

A LOOP BALANCE

5000 PTS

Charge the full pipes with a head full of speed and balance all the way through to the other side.

A HARUMAKI LAUNCH

75 PTS

Use the spine between the two full pipes to leap over the walkway. Be sure to approach from the north, as the spine is on that side of the walkway.

A LUCKY HARUMAKI TRANSFER

250 PTS

The same as the Wussy Harumaki Transfer, but done on the sides of the pipes facing south. There's no funbox to serve as a safety net for the less skilled on this transfer!

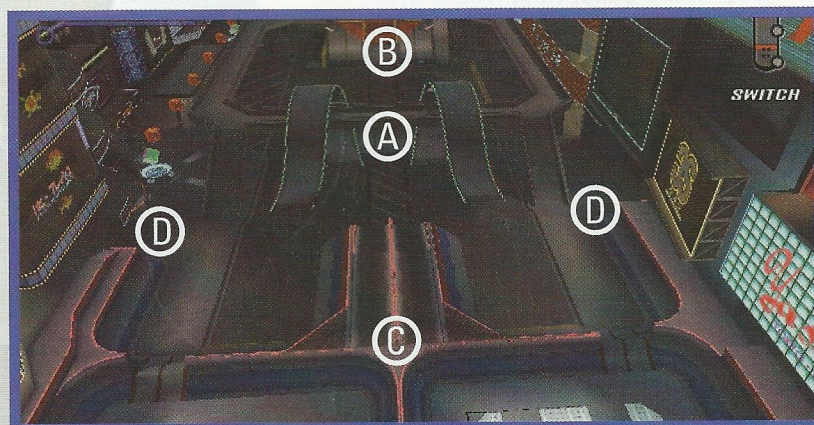
A WUSSY HARUMAKI TRANSFER

100 PTS

Transfer the backs of the full pipes on their north side. Why wussy? Well, not only are they closer, but there's a funbox between them to cushion the landing of those who come up short.

B FUGU HARUMAKI GAP 5000 PTS

This gap takes place on the red plexi-sign beneath the blimp. For directions on reaching the sign, see the Fugu Gap. Once on the sign, grind either side of it to the south to where it curves inward. Use the skater's momentum to launch diagonally through the air and into a grind on the top of the full pipe across from it.



C COCKY SUKIYAKI TRANSFER

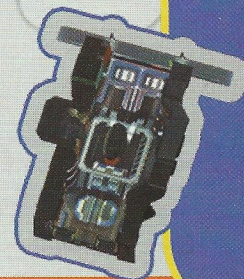
800 PTS

In the south end of the course, transfer over the wide part of the spine, using the quarter pipes set in the outside of the bowls.

D SUNAGIMO GAP

150 PTS

Grind the lip of the pink quarter pipe nearest the elevated walkways and leap diagonally into a grind on the handrails of the walkway ramps.



E DONBURI WARI GAP

75 PTS

Transfer over the small humps that lead into the bowls at the southern end of the course. Grind the coping of the ramps and ollie across the humps.

F KAREI KARA AGE GAP

250 PTS

Leap from the pink quarter pipes in the southwest corner of the course into a lip trick on the lowest blue ledge of the second building.

G MOCHI AGE GAP

100 PTS

Leap out of the bowl at the southern end of the course and stall on the rail hanging over the bowl on the bridge above.

H DONBURI TO DONBURI TRANSFER

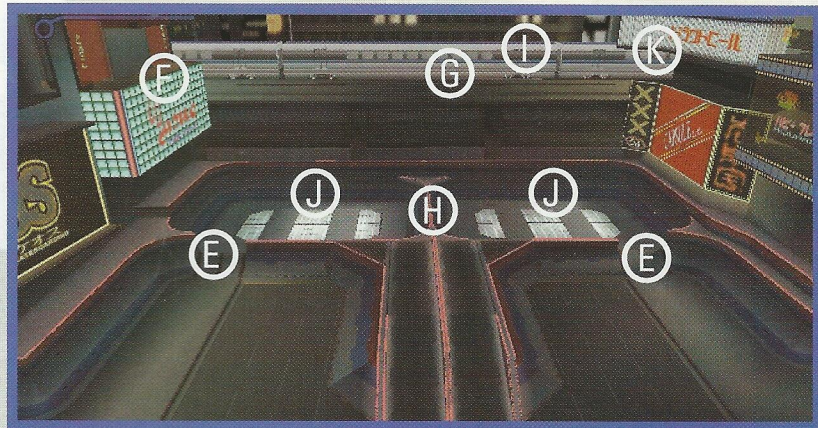
75 PTS

Transfer from one bowl to the other along the southern end of the area.

I KICHIGAI KISHA GAP

1000 PTS

These 1,000 points come only to those skilled enough to successfully grind or lip trick on the bullet train. There are basically three ways to trigger this gap. The first is to grind westward along the bridge and then Ollie into a grind on the train as it passes. Another option is to work the hidden half pipe behind the blue neon sign in the southeast corner and wait for the warning bell to ring. When it does, start grinding the southern lip towards the west and ollie into a grind on the train from the ledge. Finally, leap into a lip trick on the rail hanging off the bridge and wait for the train. As it goes by, ollie into a lip trick on the train.



J UNAGIDON GAP

50 PTS

Skate over to the pink bowls area in the southern end of the area and start grinding the coping on the pools. Transfer the grind to any of the other rails on the various pink ramps in this area to score the gap.

K SHOCHU GAP

200 PTS

Grind the ledge under the Jeep sign in the southwest corner of the course and hold the grind off the end where it curves onto a grind on the bridge.

NEVERSOFT CHALLENGE

SECRET AREA: NEON FREEWAY



Tokyo's Secret Area is unlike that of the other courses in that it is not only **very** difficult to gain access to, but also there aren't any Stat Points hidden deep in its corners.



CHIRI NABE GAP	500 PTS
TARA CHIRI NABE GAP	1000 PTS
ANKO NABE GAP	1500 PTS
ISHIKARI NABE GAP	1500 PTS
MIZUTAKI GAP	500 PTS
KAME NABE GAP	1000 PTS
UDON SUKI NABE GAP	1500 PTS
DOJO NABE	400 PTS
YANAGAWA NABE GAP	400 PTS
CHANKO NABE GAP	1000 PTS
SUPPON NABE GAP	500 PTS
INOSHISHI NABE GAP	500 PTS
GYU NIKU GAP	500 PTS
BUTA NIKU GAP	500 PTS
BOTAN NABE GAP	500 PTS
SAKURA NABE GAP	1500 PTS
TORI NIKU GAP	500 PTS



SKATE

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

S K A T E

CABALLERO, KOSTON, MULLEN, ROWLEY

S K A T E

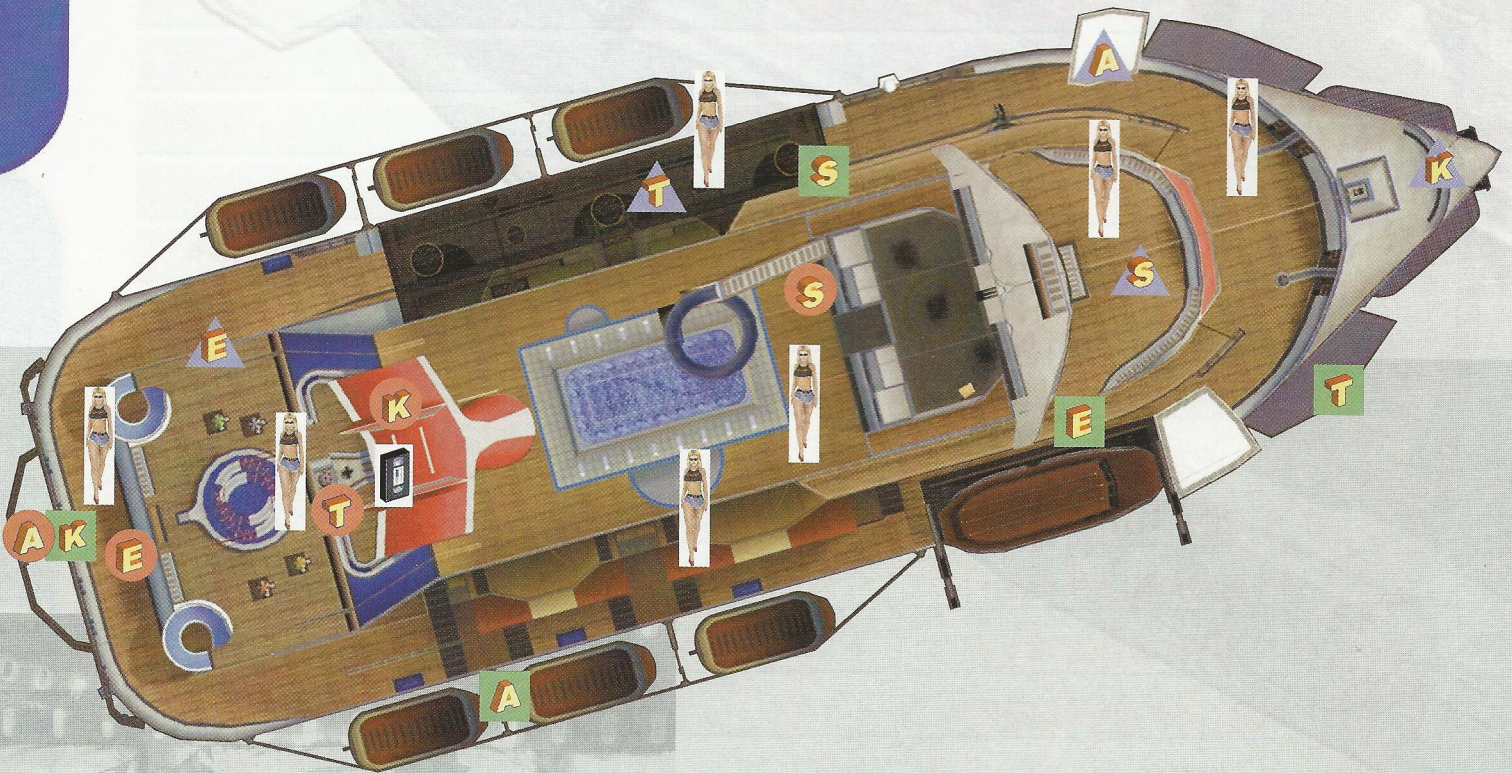
CAMPBELL, LASEK, MUSKA, STEAMER

S K A T E

NEVERSOFT GIRL



SECRET TAPE



CRUISE SHIP

UNLOCKED WITH 3 MEDALS.

COURSE GOALS

Get a High Score: 150,000 points

Get a Pro Score: 225,000 points

Get a Sick Score: 500,000 points

Collect S-K-A-T-E

Get the Secret Tape

Invert The High Wires -or-
Nosebluntslide an Awning

Impress the Neversoft Girls

Raise the Ferry

Trash the Museum

COURSE OVERVIEW

All aboard! The S.S. Neversoft Skate Cruise is about to set sail. In addition to the sights and sounds provided by the crew, skaters will find the three decks that comprise the ship to be most conducive for shredding. Put any fears to rest young landlubbers, this big ol' boat has everything the best skateparks have... and then some!

Those not afraid of heights will find themselves at home grinding along the many flagged cables on the upper deck of the ship. Also on this deck is a pool, several quarter pipes, and plenty of sunbathing beauties. For one reason or another, the upper deck is sure to become the favorite of many.

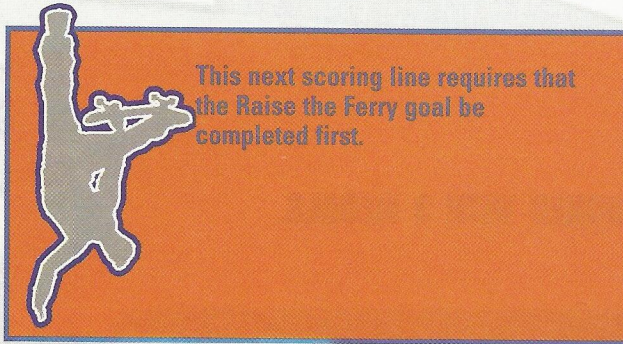
Although much of the middle deck is confined to the ship's interior, hungry skaters will find plenty of grindable munchies at the buffet in the rear of the ship. Of course, there is something for the intellectual skater as well. Near the bow on the middle deck is the greatest maritime museum this side of console gaming. And, in true Skate Cruise fashion, it's all for trashing!

Whether due to gravity or the miles of grindable rails, skaters will surely congregate down on the main deck. Half pipes in the stern and bow add some necessary vert to the daily itinerary, but they certainly aren't the featured event. Skaters with quick feet and an eye for grindable lines should find the ship's atrium and collection of boutiques most inviting. Regardless of the choice, expect any stay aboard the S.S. Neversoft to be one not soon forgotten.

SCORING LINES

From the starting point, air up into a grind on the flagged cables to reach the top of the smokestack. Work the small ramps until the **Don't Look Down!!!** gap is triggered and then land in a grind on the ramp's edge. Hold the grind onto the cable leading down to the scaffolding at the stern of the ship and flip trick into a different grind while looping around the scaffolding to up the multiplier. Trick off the cable and into a Special Manual on the deck for the **Drop a Deck!** gap. Roll towards the cake and either ollie through the it for the **Sweet Temptation!** gap, or begin a series of flatland tricks to impress the ladies as they dine.





From the bow of the ship on the main deck, start grinding the handrail towards the shops and trick into a grind on the awning for the **Up to Awning** gap. Transfer the grind between the awnings for the **Awning Pop** gap and then onto the cables above the Ferry for the **Awning to Ferry Support** gap, as well. Trick off the cable and into a manual on the deck. Roll up the banked wall and switch into a Special Grind past the safety net doors and across the gap near the loading area. Ollie out of the grind and cap off the line by transferring off the wooden wall into the atrium for the **Pane in the Glass** gap.



The above-mentioned line takes care of one side of the ship, but what about the atrium? Start a grind on the handrail near the bow of the ship and carry it around the bend towards the atrium. Manual towards the wooden ramp outside the atrium and transfer through the glass for the **Pane in the Glass** gap. Revert out of the landing right into a huge air on the stone quarter pipe on the other side. Revert again, and trick from the opposite wall into a Special Grind on the sprinkler pipes above for the **Atrium High Lines** gap. Ollie out of the atrium and into a manual on the deck at the stern of the ship and touch down anytime.



Initiate another potent scoring option near the buffet tables. Begin grinding the handrail to the right of the cake (if facing the back of the ship) and leap into a grind on the spiral walkway for the **Tricky Pop!** Gap. Grind the walkway for the **Spiral Staircase!** Gap and leap at the last moment into a grind on the back edge of the ship for another **Tricky Pop!** gap. The key is to land in a Special Grind to the left. Maintain proper balance all the way around the back of the ship towards the shops and ollie off into a manual. Nosegrind the handrail in the center of the deck and air off its angled portion to grind the awning for the **Up to Awning** gap. Hop down onto solid ground or keep it going with the **Awning Pop** gap.



ILL SCORING

This scoring line begins right at the starting point and is good for half a million points (or more). Flip trick between grinds on the railings leading to the waterside for the **Rail Hop** gap and carry the grind down the slide for the **Spiral Slide!** gap. Leap at the last second before hitting the water in the pool and land in a manual on the other side. Launch high off the quarter pipe and pull off the skater's biggest Special Trick. Revert into a manual and pop off the ledge of the pool to leap back to the other side. Manual into a grind on the short wall towards the rear of the ship and hold a straight line to drop down to the wall on the next deck for the **Drop a Deck!** Gap. Transfer into a Special Grind on the spiral walkway for the **Spiral Staircase!** Gap and either roll it out or manual towards the atrium to transition into an **Atrium High Lines** grind.



S

HAWK, GLIFBERG, MARGERA, REYNOLDS, THOMAS

Cross the helipad at the starting point to the right and grind down the handrail leading down to the raised wall between the waterslide and the atrium. Grind across the top of this wall to pick up the letter.



K

Skate down the ramps to the rear of the main deck and leap from the quarter pipes along the stern. It's above the ramps near the center of the light supports.



A

From the K, head counter-clockwise around the ship and board the center lifeboat and turn around back towards the stern. Make a high leap over the supports and into the rear lifeboat.



T

Hop into a grind on the safety net nearest the Ferry to find the T. If the Trash the Museum goal hasn't yet been completed, the nets won't be there.



Nevertheless, the T is still within reach for those who aren't afraid of the water.

E

The E is between the Ferry supports and the railing on the second deck. Either grind the cables above the Ferry or the handrail near the balcony. Regardless, leap out of the grind to grab the letter.



CABALLERO, KOSTON, MULLEN, ROWLEY

Leap into a grind on the flagged cable running above the waterslide. Hold the grind from the antenna behind the starting point to the smokestack.



Continue the grind from the S onto the smokestack and trick off the ramp on the left to gain speed and then launch upwards off the center of the right-hand ramp (when facing the rear of the ship).



Grind either cable down from the smokestack onto the back end of the scaffolding. The A is in the center of the scaffolding that hangs over the ship's edge.



The T is hovering near the cake on the buffet deck. Leap off the kicker beside the cake to pluck it out of the air.



The final letter is just off the rear edge of the buffet deck. Approach the rear of the ship and leap off the left-hand vents to grab it.



CAMPBELL, LASEK, MUSKA, STEAMER

From the starting point, turn around and leap into a grind on the cable extending all the way down towards the bow of the ship.



Continue the grind past the S for the **Down in Front!** gap and leap off the quarter pipe at the extreme front of the ship to grab the K and the **Bow Down Before Me!** gap.



Near the bow of the ship, just before the entrance to the atrium, is a gap in the wall. Transfer the banked walls of the ship across the gap.



Grind the criss-crossing cables above the center of the atrium. It's on these cables, between the two hanging pots nearest the stern of the ship.



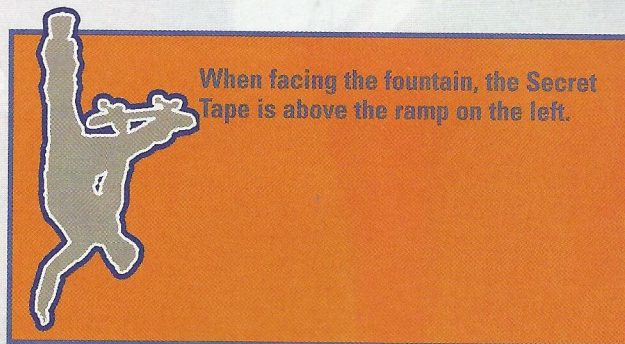
The E is at the stern of the ship on a short wall above the entrance to the atrium. Grind the wall from the pool area down towards the spiral walkway near the buffet.



GET THE SECRET TAPE



The Secret Tape is suspended dizzily high above the red and white smokestack on the upper deck of the ship. Return to the starting point and leap into a grind on the upper antennae and hold the grind out onto either of the flagged cables leading across the ship. Once at the end of the cable hop off onto the flat portion of the stack and straighten out. Use the small ramps atop the stack to propel the skater into the air towards the Secret Tape.



INVERT THE HIGH WIRES

Hawk, Caballero, Glifberg, Lasek

These studly aerialists get to show off their upper body strength to all the fly honeys lounging near the pool. The first step in completing this goal is to drain the pool. Head past the pool to the rear of the deck where the large red smokestack is. There is a white pipe with a valve on it, on the same side of the stack as the pool. Grind across this pipe to drain the pool.



With the pool emptied, hop in and start tricking off the walls to light up that Special Meter. Once it's good and bright, leap from the pool and Invert on either of the flagged cables above. Hold the Invert and then drop safely back into the pool to complete the goal.



NOSEBLUNTSIDE AN AWNING

Campbell, Koston, Margera, Mullen, Muska, Reynolds, Rowley, Steamer, Thomas

Skate down to the main deck of the ship near the stern. Approach the side of the ship with the shops and use one of the angled railings to pop into a grind on the white and orange awning. Hold a Nosebluntslide the length of an awning and land cleanly back on the deck to complete this goal.



IMPRESS THE NEVERSOFT GIRLS



Scattered throughout the ship are seven Neversoft Girls. These half-shirt wearing damsels have a rather gloomy opinion of skaters and are in need of a severe attitude adjustment. Seek them out, go big, and land clean. That's all it takes!

The first Neversoft Girl is standing by the pool, near the railing above the shops. Trick off the ledge above the museum, manual into the quarter pipe to the left and pull off a grab trick with rotation.



Roll on down to the buffet area to find the next Neversoft Girl. She's standing between the cake and the fountain. Grind a lap around the benches by the cake and then either ollie across to grind the other side, trick through the cake, or transfer from the table to the fountain.



The next Neversoft Girl is in the atrium by the planter. Although she'll notice an overhead grind, she's much more receptive to skaters who work the banked walls on the floor. Once again, a Special Trick works, as will a 360 grab **Over the Planter**.



Skate back to the stern of the ship. Waiting around for the colored lights to come up is the next Neversoft Girl. Use the banked walls as a half pipe, gain speed, and then mix a Special Trick into the run.



The next Neversoft Girl to impress is standing around waiting for the shops to open. Although using the ramp in front of her to Special Trick right over her head works, those looking for a more subtle approach should find linking the **Up to Awning** and **Awning Pop** gaps to be more than satisfactory.



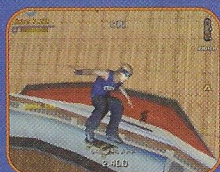
Roll up the walkway at the bow of the ship to the area out front of the Museum. There awaits the next target. Blast off the vert ramp in front of her to link a couple of grabs or flips, and then Revert out of the landing to assure her frown gets turned upside down.



The final Neversoft Girl is at the bow of the ship, chatting with one of her bikini-clad friends. Go big over the **Anchor Chain Air** gap and Revert out of the landing to multiply their love and admiration!



YOU'RE JIGGLIN' BABY

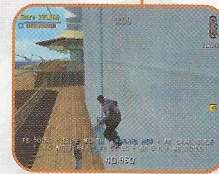


It's possible to impress the last two Neversoft Girls at the same time. Gain speed off the bow of the ship and soar up the tall red and white wall. Hold an extended lip trick for the **Wave Wall Plant** gap or mix a Special Trick into an air up above the railing on the second deck. Both of the girls will take notice.



RAISE THE FERRY

There is a large steel docking bay past the shops towards the stern of the ship. Although this area makes for a pretty darn good half pipe, it's reserved for the Ferry sitting in the water below. The worker adjacent the half pipe is having a hard time getting the controls for the cranes to work. Lend him a hand by wallriding across the control panel. This kickstarts the cranes which will then be able to raise the Ferry.



GIVE AND TAKE

Granted, there's no more half pipe to take advantage of, but the Ferry and the cables can really add to some impressive grind-based scoring lines. Gaps aplenty!



TRASH THE MUSEUM

The crew aboard the S.S. Neversoft must have expected some damage when welcoming passengers aboard for an all-inclusive "Skate Cruise". Show them just how destructive a pair of trucks can be by grinding along the ledge near the museum windows. Snapping the two ropes tethered to the large propeller causes it to crash out of the museum and onto the deck below. It isn't necessary to grind to snap the cables, but it's the best way to get the job done.



Trashing the Museum isn't the only thing this maneuver accomplishes. An unlucky soul is bounced overboard, causing the ship's captain to deploy the safety nets and anchor.



SKATER OVERBOARD!

The safety nets are deployed around the bow of the ship and are the only means of obtaining some Stat Points and S-K-A-T-E letters. Although it's impossible to actually ride across the netting, the pipes that hold the nets are a different story. Ollie between the edges of the nets to work around the bow.



NEW DECK

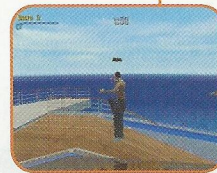
HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

This New Deck hovers between the two orange and white awnings. Air off one of the angled railings into a grind on the awning's edge and then hop across the gap to grab the Deck.



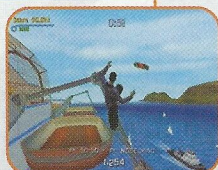
CABALLERO, KOSTON, MULLEN, ROWLEY

Make a sharp turn to the left at the starting point to spot the New Deck. Pop off the small wooden ramp near the edge of the helipad to leap over the railing and snag it.



CAMPBELL, LASEK, MUSKA, THOMAS

Drop down onto the main deck and board the lifeboat nearest the bow on the side of the ship with the atrium. Leap high out of the boat towards the center lifeboat to grab the New Deck hovering above.



CRUISE SHIP



HAWK, KOSTON, MUSKA, THOMAS

CABALLERO, LASEK, REYNOLDS

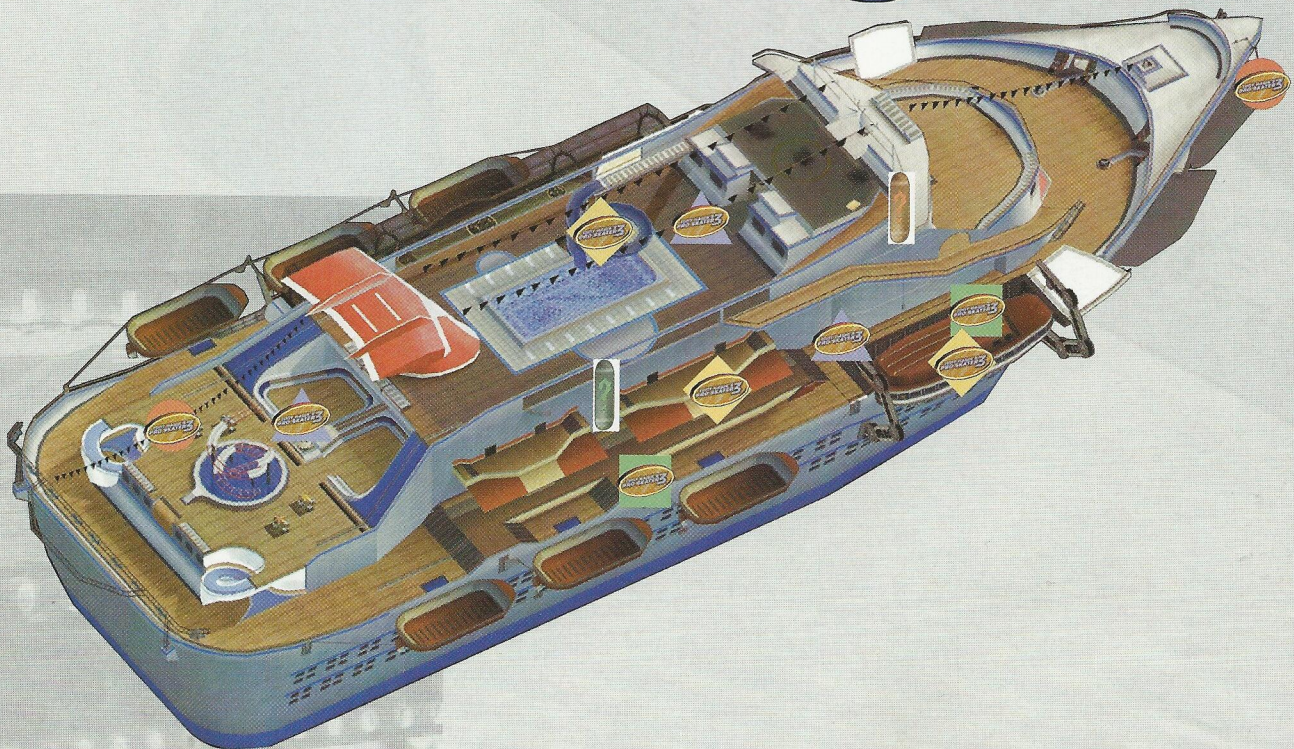
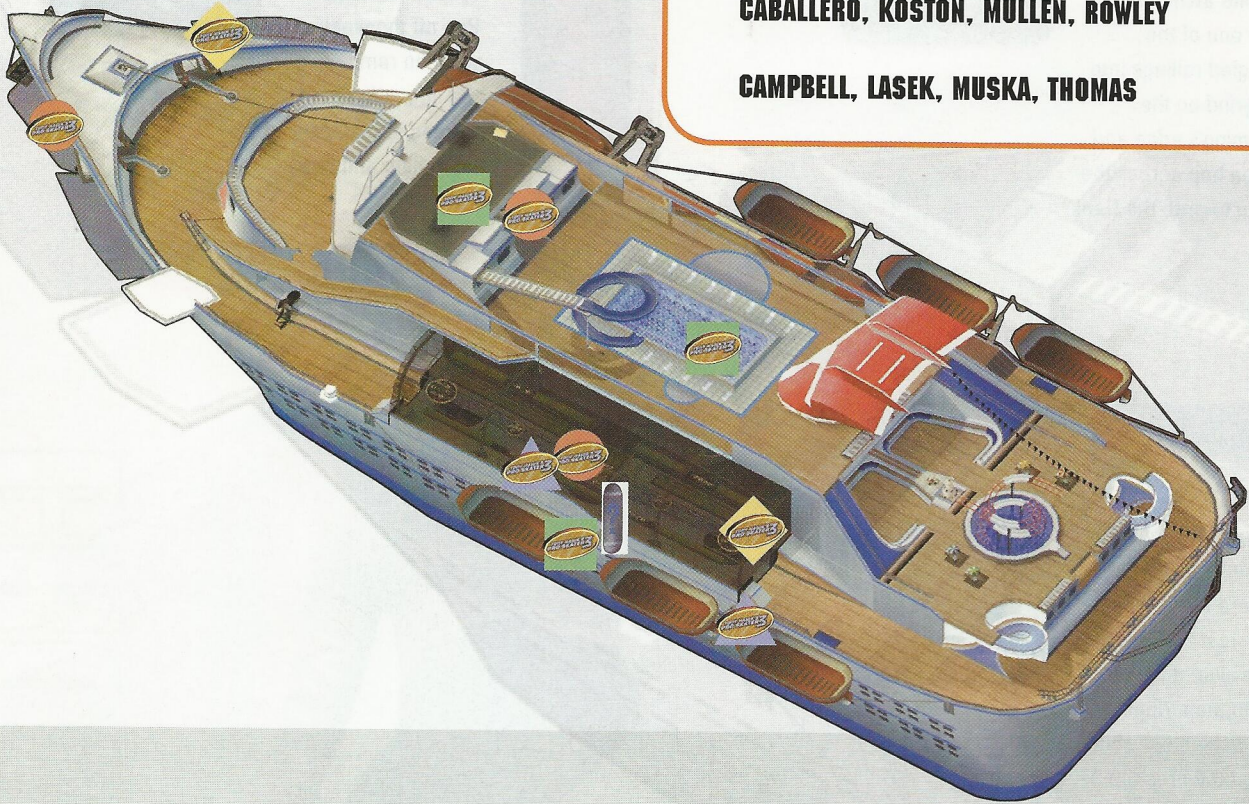
CAMPBELL, MARGERA, ROWLEY

GLIFBERG, MULLEN, STEAMER

HAWK, GLIFBERG, MARGERA, REYNOLDS, STEAMER

CABALLERO, KOSTON, MULLEN, ROWLEY

CAMPBELL, LASEK, MUSKA, THOMAS





STAT POINTS

**HAWK
KOSTON
MUSKA
THOMAS**



The first Stat Point is hovering above the pool. Gain some speed on the short quarter pipes near the edges of the upper deck and then air off the ledge of the pool.



The next Stat Point is in the Museum. Grind along the display cases towards the entrance tunnel and ollie up to grab it. It is also possible to grind the rope on the entrance ramp and ollie up to grab the Stat Point.



Use the railing near the lifeboat across from the Quiksilver shop to launch upwards to the Stat Point hovering above the Neversoft Girl.



Transfer between the lifeboats alongside the atrium. The Stat Point hovers above the support between the two boats nearest the bow of the Cruise Ship.



A Stat Point is on the outer cable above the Ferry. Leap into a grind on the cables from the nearest awning and then hop from cable to cable to grab the Stat Point and the **Ferry Support Shuffle** gap as well.

**CABALLERO
LASEK
REYNOLDS**



Drop down onto the deck by the pool and start tricking out the Special Meter on the short quarter pipes near the sides. Once it's fully-lit, charge the walls near the museum entrance and transfer high across the **Captain's Gap** to pickup the Stat Point.



Leap over the railing near the balcony on the uppermost deck to land in a grind on top of the atrium. There's a Stat Point two rails in from the outer edge.



The next Stat Point is hovering above the floor near the buffet. The best way to get is from above. Grind the flagged cable leading over the waterslide to reach the smokestack. Continue the grind across the right-hand ramp on the stack and down the next cable towards the fountain. Leap out of the grind as soon as the Stat Point comes plainly into view.



After having successfully Trashed the Museum, skate down to the boarding platform and grind onto the first safety net for the **Um...** gap. Ollie onto the second safety net to grab the Stat Point hanging between the two. Land in a grind for the **Sure About That?** gap.



Under the bow of the ship is a small cargo lift, holding nothing but the next Stat Point. Begin grinding the outer edge of the safety nets near the Ferry and work around the bow of the ship in a counter-clockwise direction. Carefully leap into a grind on the railing of the cargo lift to grab the Stat Point.

**CAMPBELL
MARGERA
ROWLEY**



The first Stat Point is on the left-hand cable extended between the antennas behind the starting point and the smokestack.



Drop down onto the buffet deck and use the kicker near the cake to grab the Stat Point hovering beside the dessert.



Head on over to the atrium and go big off the banked wall in front of the protruding flower bed. The Stat Point is hanging pretty high above the floor but it is within reach.



There's a Stat Point hanging above the docking bay for the Ferry. Grind across the awnings and ollie down onto the Stat Point.



This group's final Stat Point is between the two rear lifeboats beside the atrium. Hit the **Air Support!** gap by airing out of either boat and over the supports to grab the Stat Point.

**GLIFBERG
MULLEN
STEAMER**



Hop aboard the waterslide, the first Stat Point is about halfway down.



Skate back to the starting point and grind the left-hand rail down towards the pool. The rail leads directly onto a wall between the pool and the balconies overlooking the shops. The Stat Point is on this wall.



Grind the outer edge of the Ferry to find a Stat Point. The Raise the Ferry goal must be completed first.



Approach the atrium from the bow of the ship and use the wooden quarter pipe to transfer up and through the glass of the atrium. The Stat Point is high off the ground, directly next to the glass.

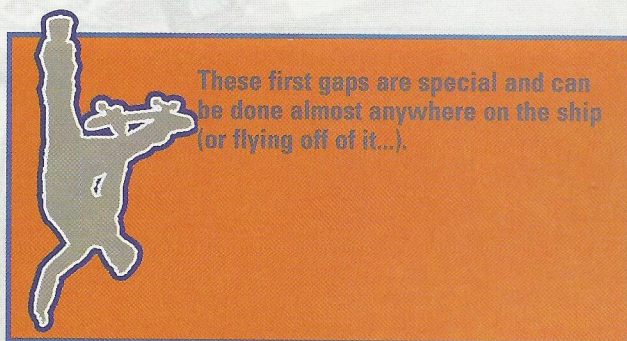


The final Stat Point is between the two safety nets near the Ferry. Grind counter-clockwise along the safety nets from the Ferry to pick it up with an ollie.

CRUISE SHIP



GAPS (105)



RAILING HOP

50 PTS

Transfer a grind between most any two railings that are very close to one another.

TRICKY POP!

100 PTS

Similar to the Railing Hop, this gap can be scored by transferring a grind between most any two rails that are a significant distance from one another.

DROP A DECK!

250 PTS

Leap over a railing at any spot on the upper two decks and land on the level below. Trying this on the lower deck results in wet skaters.

DROP ANOTHER DECK!!

500 PTS

Long jump over the railing on the upper deck of the ship to drop past the middle deck and on to the lower of the three.

A TAKIN' THE HIGH ROAD

100 PTS

Leap into a grind on the upper antennae behind the starting point and carry the grind onto the flagged cables leading across the ship towards the red and white smokestack.

B RAMP 2 RAIL

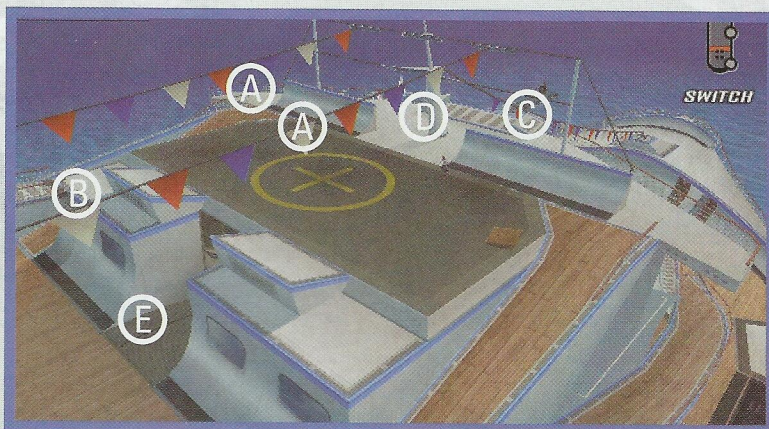
50 PTS

Transfer between the kicker ramp on the chopper pad over to the railing of the walkway that leads to the slide.

C FLAG LINE HOP

100 PTS

Grind the wooden railing directly behind the starting point and ollie over the flagged cable running down towards the bow of the ship. Continue the grind on the next railing.



D OVER COMM, COMM OVER!

250 PTS

Use the two ramps behind the starting point to transfer over the white antennas.

E CAPTAIN'S GAP

100 PTS

Transfer across the museum entrance via the two banked walls.



The following are special gaps (marked as ⑤ on the next page), and can only be done over women around the pool while they are sitting in the deck chairs. Which one activates is determined randomly and each is worth 50 points.

SUN BLOCK

SUN WORSHIPPER POP

CRESTING THE PEAKS

ITSY BITSY

TEENY WEENY

PURPLE POLKA DOTTED

STRING BIKINI

TAN AIR

LOUNGE CLEARANCE

CHAISE COOL

SILICONE

CHERRY

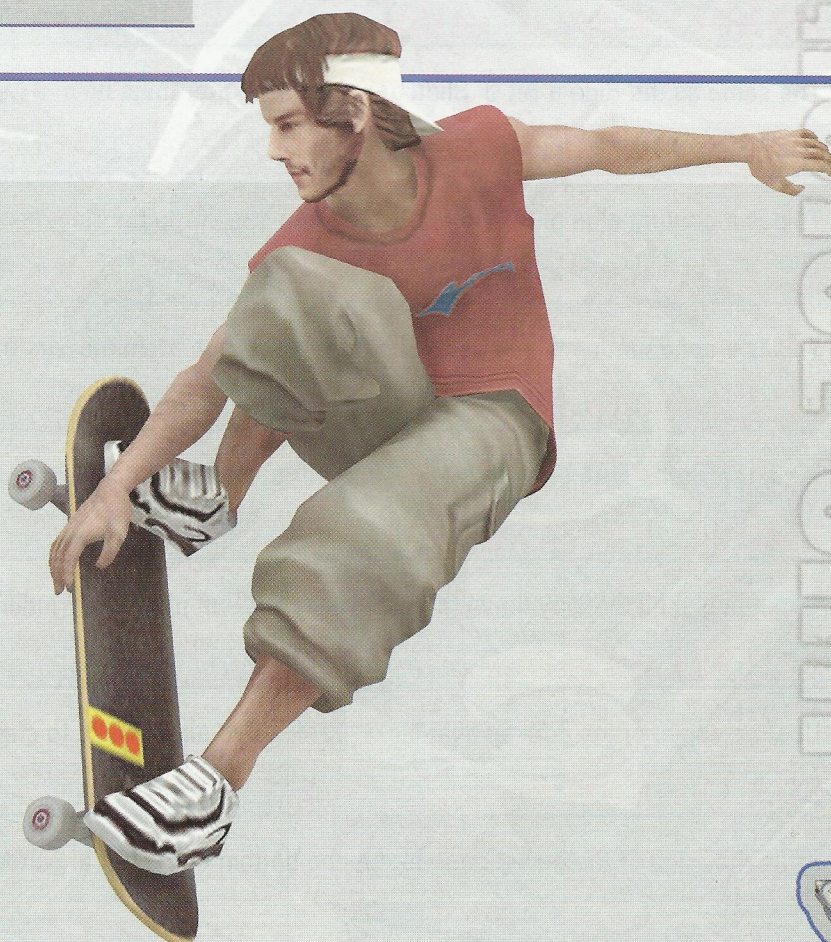
CATCHIN' WOOD

ARE THOSE REAL?

HEY, MY HAIR!

OVER THE TAN LINE

NO, DON'T GET UP



CRUISE SHIP

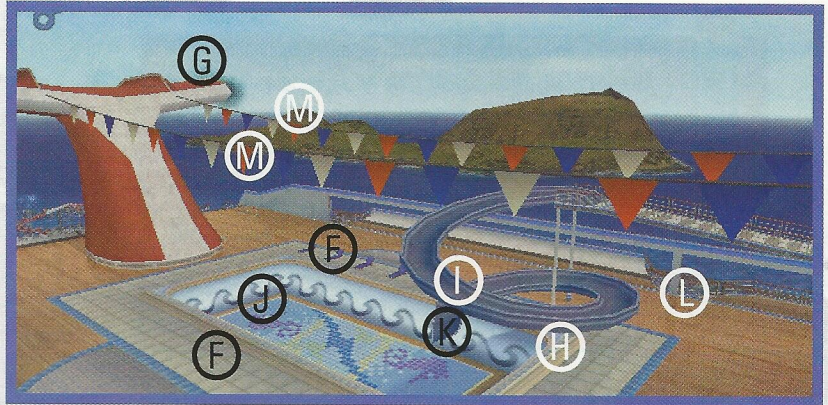


G DON'T LOOK DOWN!!! 750 PTS

Follow the directions for getting the Secret Tape. Once on the smokestack, begin working the two small ramps to gain speed and height. Leap high into the air to score this gap.

H POP OVER THE SLIDE 100 PTS

Charge the ramp-like edge of the pool nearest the Museum entrance and launch up and over the upper curves of the waterslide.



I AIR OVER THE SLIDE 250 PTS

Drain the pool (see Invert the High Wires) and start building speed in it for a large leap. Use the walls of the pool to transfer up and over one of the sections of the waterslide that stick out over the pool. The gap can be scored by airing over the first bend in the slide near the top or the lower curve.

I SPIRAL SLIDE! 150 PTS

Grind all the way down the spiral waterslide.

I RIDE A BIT O' SLIDE 50 PTS

Start rolling down the waterslide. Stay upright around the first bend.

I MANUAL A BIT O' SLIDE 100 PTS

The same as the Ride a Bit O' Slide gap, but the skater must be in a Manual at the top of the slide.

I RIDE HALF THE SLIDE! 100 PTS

This is a continuation of the Ride a Bit O' Slide gap. Keep the ride going halfway down the slide.

I MANUAL HALF THE SLIDE! 250 PTS

This is a continuation of the Manual a Bit O' Slide gap. Hold the Manual halfway down the slide.

I RIDE THE WHOLE SLIDE!! 250 PTS

Keep the skater in the full upright position for the entire trip down the waterslide.

I MANUAL THE WHOLE SLIDE!! 500 PTS

Two wheel it all the way down the waterslide without jumping, grinding, or touching down at any point.

J GAP THE POOL 100 PTS

Use the edges of the pool as mini-kicker ramps and air off them to clear the pool.

K POP THE NOTCH 50 PTS

Grind the edge of the empty pool across the bottom of the spiral waterslide.

L BALCONY HOP 50 PTS

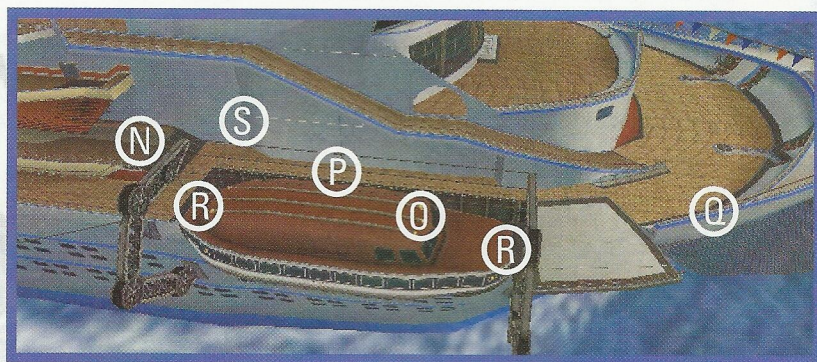
Grind the railing on the upper deck above the shops and hop across the portion that angles inward to continue grinding along the outer edge.

M THE FLAGLINE SPECTACULAR! 500 PTS

Empty the pool (see Invert the High Wires) and then air out of the pool and into a lip trick on the flagged cables above.

N AWNING TO FERRY SUPPORT 500 PTS

Grind the awnings outside the shops towards the rear of the ship and transfer the grind to the cables over the raised ferry. The Raise the Ferry goal must be completed prior to attempting this gap.



N SUPPORT LINES TO AWNING 1000 PTS

Transfer a grind from the support lines above the Ferry to the edge of the awning. Air off the windshield of the Ferry to reach the support lines in the needed direction.

O TO THE FERRY SUPPORTS 500 PTS

Pop off the windshield of the Ferry and land in a grind on the cables stretched overhead.

P FERRY SUPPORT SHUFFLE 100 PTS

Leap into a grind on the cables above the Ferry and ollie into a grind on the cable next to it.

Q NICE LANDING! 100 PTS

Leap from a grind on the support lines over the Ferry into a grind on either the edge of the safety net or on the railing on the bow of the ship.

R DISEMBARKING 50 PTS

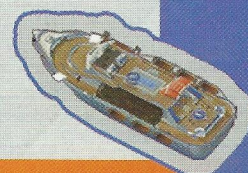
Grind either edge of the Ferry and transfer it to a grind on one of the nearby handrails aboard the ship.

R EMBARKING 50 PTS

The reverse of Disembarking. Leap out of a grind on a handrail into one on the Ferry.

S BLIND FAITH!! 500 PTS

Leap from the small wooden kicker near the edge of the helipad into a grind on any of the rails of the Ferry or its support cables. The Ferry must be raised prior to attempting this gap.

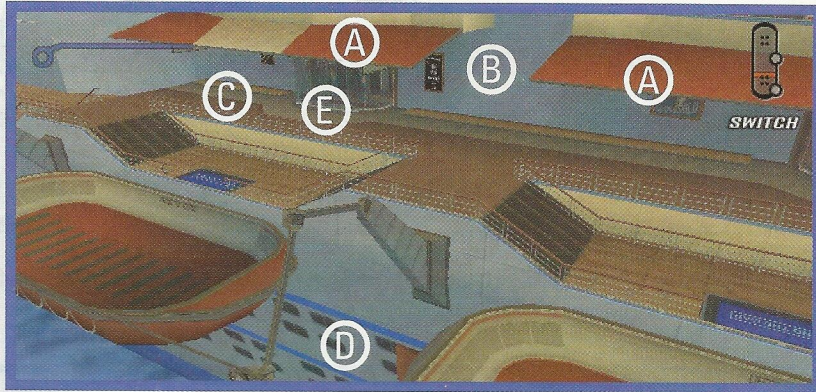


A UP TO AWNING 250 PTS

Grind the railings out front of the shops and use the angled ones as a ramp to leap into a grind on the orange and white awnings.

B AWNING POP 250 PTS

Transfer a grind between the two orange and white awnings outside the shops.



C SHOP-SIDE MANUAL

1000 PTS

Hold a manual the entire distance between the ramps at each end of the shop area.

D NEW BOAT!

250 PTS

Grind along the edge of a lifeboat and transfer the grind to the edge of a different lifeboat.

D CRAZY LIFEBOAT TRANSFER!!

1500 PTS

Use the vertical sides of the lifeboats to transfer from one boat to another.

D AIR SUPPORT!

250 PTS

Transfer between the lifeboats, being sure to clear the metal supports between them.

E SHOP 'N' POP

50 PTS

Grind from the ledge outside the shops to the rail inside the glass storefront. Continue the grind through the other side of the glass to the next ledge.

F BOW DOWN BEFORE ME! 250 PTS

Launch off the quarter pipe at the bow of the ship with enough speed to soar moderately high into the air.

G KING OF THE WORLD! 200 PTS

Lip trick on the railing atop the quarter pipe at the extreme front of the ship.

I UM... 50 PTS

Grind off either boarding platform railing into a grind on the outer edge of the safety net. This gap is possible only after Trashing the Museum.



H NETTING SIDETRACK QUICKIE!

250 PTS

Grind the safety nets and hop into a grind on the railing atop the cargo lift under the bow of the ship.

J SURE ABOUT THAT?

100 PTS

Hit the Um... gap and continue the grind on the first safety net. Ollie at the end to land in a grind on the next net to score this add-on gap.

K PASSIN' THRU! 50 PTS

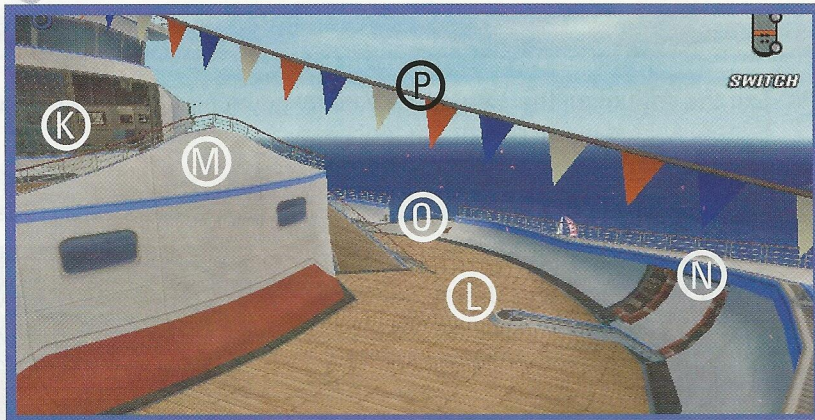
Leap from the museum, through the glass, and onto the deck outside.

K AHOY, CAP'N! 50 PTS

The reverse of the Passin' Thru! gap. Leap through the glass into the museum from outside on the deck.

L A LINKIN' THE CHAIN 100 PTS

After Trashing the Museum, grind the railing where the prop breaks through down towards the bow of the ship and Ollie at the end. Land in a grind on the chain for the anchor and grind down onto the safety nets.



M WAVE WALL PLANT 200 PTS

Leap from the bow on the main deck into a stall atop the railing on the second deck outside the museum.

N ANCHOR CHAIN AIR 250 PTS

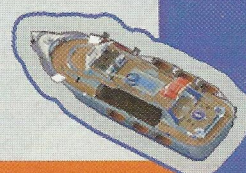
Once the Museum has been Trashed and the anchor and safety nets deployed, skate down to the bow and transfer over the red and black bay doors.

O LOADING DECK AIR 250 PTS

Transfer across the gap in the side of the ship between the atrium and the bow.

P DOWN IN FRONT! 50 PTS

Grind down the cable extending from the antennae towers behind the starting point to the bow of the ship.



Q ABANDON ATRIUM!

250 PTS

Exit the Atrium on the side of the ship by going up the outside quarter pipe and launching off and over the wall, hopefully landing on one of the lifeboats.

R LEAPING TO THE LIFE LINE

250 PTS

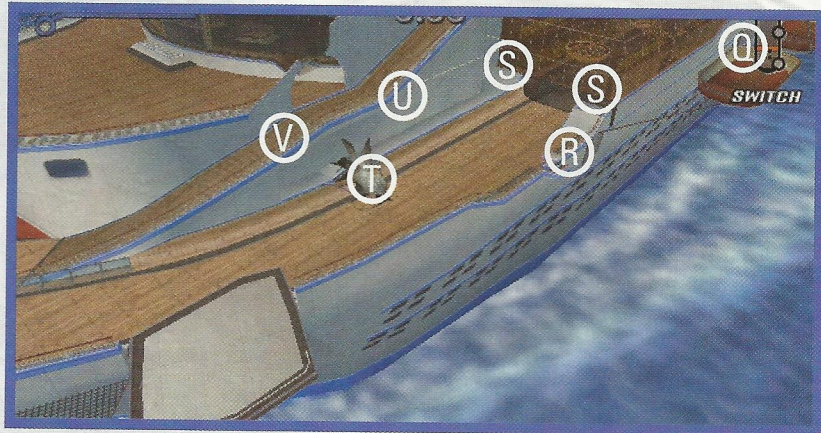
Grind left-to-right along the scaffolding supporting the stage lights at the stern of the ship and leap into a grind on the cable running at an angle towards the first lifeboat.

R BUMPER HOP 50 PTS

Grind the outer rail from the bow of the ship towards the atrium and transfer the grind over the large bumper.

S PANE IN THE GLASS 200 PTS

Alley-oop off the banked walls on the deck through the glass and into the atrium.



T PROP AIR!

150 PTS

After Trashing the Museum, head down to the lower deck and transfer use the wooden quarter pipes to transfer over the propeller.

S OVER THE ATRIUM WALL

100 PTS

Use the wooden quarter pipes beside the atrium to transfer over the wall and into the atrium. This is a repeat of the Pane in the Glass gap; Over the Atrium Wall triggers if the gap is attempted once the glass has been broken.

U PIPE EXTENSION

100 PTS

There are two white pipes that stick out from the ship in front of and behind the atrium. Use the wooden quarter pipes below them to launch into a Lip Trick.

V TEN POINT LANDING

500 PTS

After Trashing the Museum, start grinding down the railing towards the spot where the propeller crashed through. Leap from the break in the railing into a grind on the railing on the far side of the loading dock. This gap requires near-maximum Speed and Ollie abilities as well as a fully-lit Special Meter.

A TOP O' THE ATRIUM 2 YA!

500 PTS

Use the small quarter pipes near the edge of the upper deck to leap down into a grind on the pipes running along the top of the atrium.

B BOX 2 RAIL

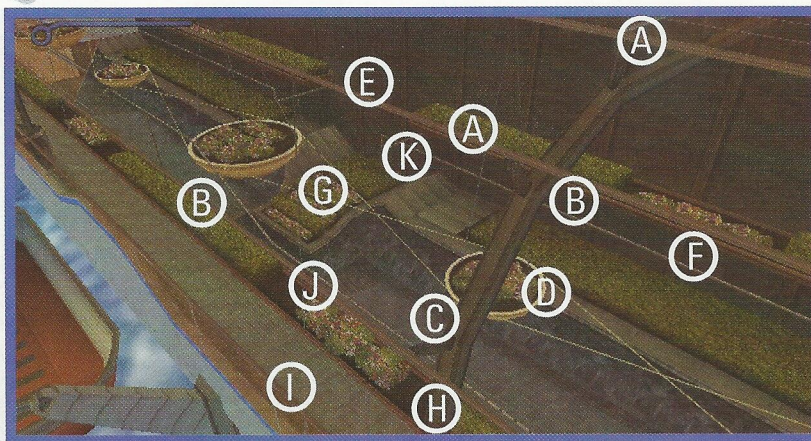
100 PTS

Transfer a grind from one of the rectangular planters along the wall of the atrium to the sprinkler pipe.

B RAIL 2 BOX

100 PTS

The reverse of the Box 2 Rail gap. Grind the sprinkler pipe and transfer the grind to the planter.



C BOX 2 808 100 PTS

Transfer a grind from the rectangular planters to the wire that wraps around the round planters.

C 808 2 BOX 100 PTS

The reverse of the Box 2 808 gap. Grind the wire around the circular planters and hop into a grind on one of the planters.

D COMPLETE 808! 1000 PTS

Start a grind on the cable encircling the round planters hanging down from the ceiling of the atrium. Hold the grind for one complete lap around all of the planters until the skater reaches the point where the grind was begun.

E BOX-TO-BOX ACTION 100 PTS

Grind one of the rectangular planters on the walls of the atrium and Ollie into a grind on another planter.

E SPRINKLE YER SHORTS! 50 PTS

Grind the sprinkler towards the large planter on the floor and jump the gap in the sprinklers. Continue grinding after the gap.

F SPRINKLER EXTENSION 100 PTS

Lip Trick on any of the sprinkler pipes in the atrium.

G OVER THE PLANTER 500 PTS

Enter the atrium and use the banked walls near the floor to transfer over the protruding flower bed.

H OVER THE PILLAR 100 PTS

Transfer around the large pillar across from the planter in the atrium.

I LOWER GLASS SUPPORT 100 PTS

Leap out of the atrium and lip trick on the lower support beam for the glass windows.

J UPPER GLASS SUPPORT! 200 PTS

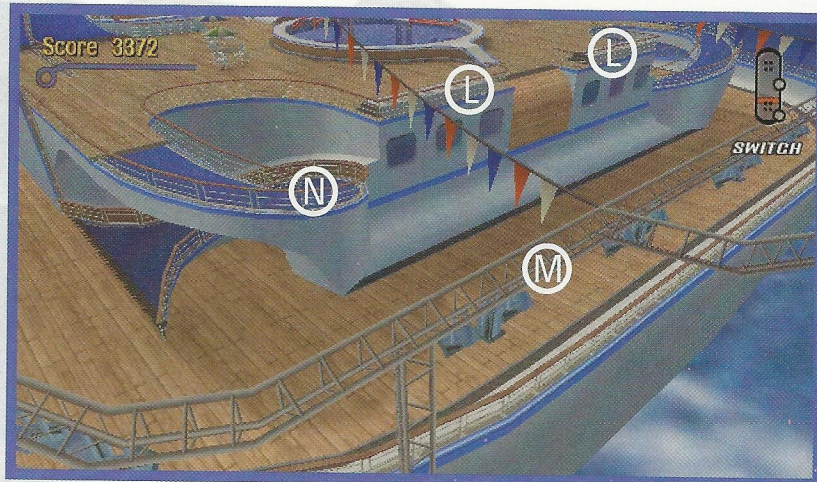
Lip trick on the upper horizontal glass support beam in the atrium.

K ATRIUM HIGH LINES 250 PTS

Grind on the oval cable that runs the perimeter of the atrium, just inside of the elevated flower beds.



CRUISE SHIP



L RAILING STOMP

100 PTS

Go to the very back of the ship in the middle, then turn around. There is a roll-in in the middle and two railings on the other sides of the roll-in. Lip trick on one of those railings.

M GAFFER'S PERCH

150 PTS

Lip trick on the scaffolding holding the stage lights at the stern of the ship.

N SPIRAL STAIRCASE!

150 PTS

Grind the handrail of either spiral walkway down from the buffet to the stern of the ship.

O ONE UMBRELLA... 100 PTS

Ollie over a table near the buffet and knock down the umbrella without destroying the table

O TWO UMBRELLA... 250 PTS

Go for a second consecutive umbrella without hitting a table.

O THREE UMBRELLA..! 500 PTS

Why not a third?

O FOUR!!!

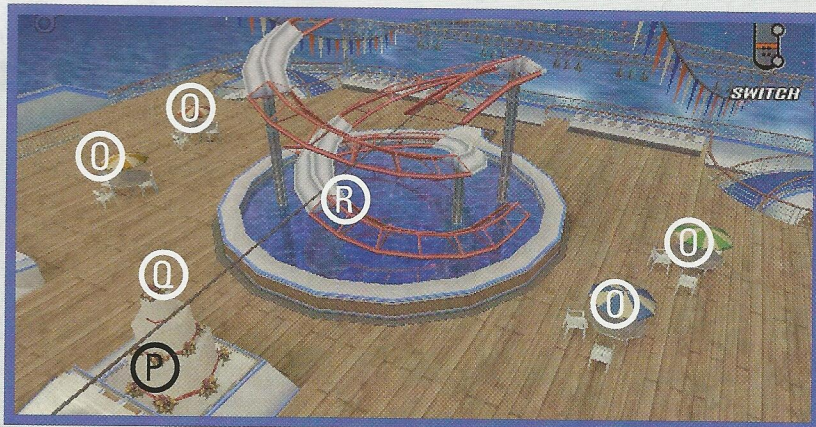
1000 PTS

No reason to stop now. Topple that last umbrella!

O TABLE POP

50 PTS

Ollie over a table that has had its umbrella knocked off.



P SWEET TEMPTATION!

50 PTS

Crash through the wedding cake at the buffet on the second deck.

P STAR SPANGLED SPLATTER!

50 PTS

Ollie through the red, white, and blue cake that replaces the wedding cake after hitting the Sweet Temptation! gap.

P GOD SAVE THE CAKE!

50 PTS

Another cake, another ollie. The first two weren't spared, why stop now?

Q BUFFET 2 FOUNTAIN

50 PTS

Grind the upper edge of the tables/benches by the buffet and leap from the end of the table at the cake to a grind on the base of the fountain.

R SPIRAL SCULPTURE!

150 PTS

Grind the length of the red sculpture inside the fountain. The best way to do so is to grind the pipe near the smokestack on the upper deck and leap off the vent into a grind on the thin black wire leading to the top of the sculpture. Hold the grind to the bottom.

NEVERSOFT CHALLENGE

AAAAAEEEEIII!

2000 PTS

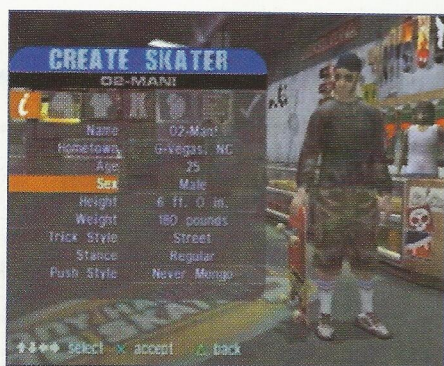
It's the last challenge, and it's time to earn the skater scout merit badge for throwing caution to the wind. Impress the sunbathing beauties with a half pipe to half pipe transfer on a death-defying scale.



CREATE-A-SKATER & PARK EDITOR

CREATE-A-SKATER

Another area of *Tony Hawk's Pro Skater 3* receiving some extra features is the Create-A-Skater mode. Customizing a virtual skater isn't only a fun way to explore the hundreds of articles of clothing, shoes, and jewelry, but it's essential to unlock everything in the game. Since the User's Manual included with *Tony Hawk's Pro Skater 3* contains all of the pertinent information on how to create a skater, this section highlights some of the cool features that shouldn't be missed.

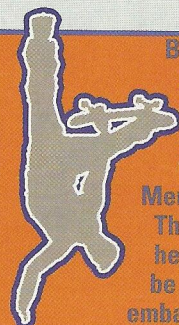
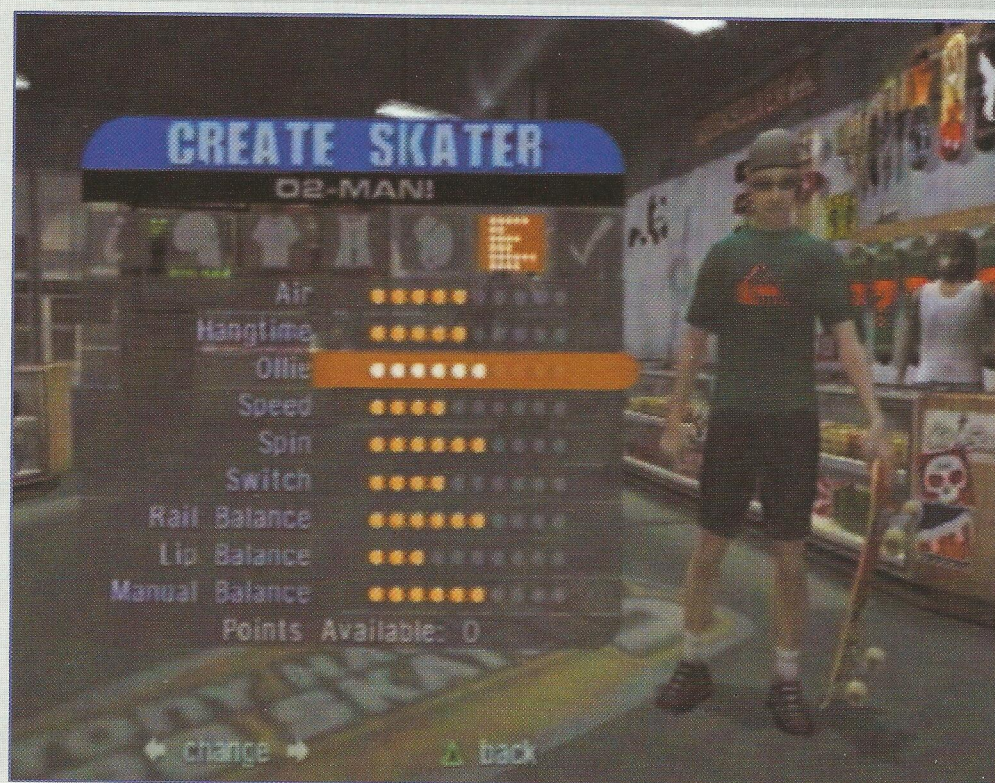


In addition to assigning the Created Skater a name and hometown, it's possible to customize everything from his/her age, height, stance, and even how often they push their board.

Give that Skater an attractive mug by selecting one of the many Faces. Then decide whether he/she will wear a hat, glasses, or even a goatee!

All articles of clothing such as shirts, pants, and hats can be given customized colors using the Color, Saturation, and Brightness controls. Remember, the higher the saturation, the deeper the color. Low Brightness values make the color much darker.

In addition to deciding on an appropriate pair of pants and shirt, exposed skin can be "inked" with a number of different tattoos. Show the developers some love; slap that Neversoft logo on the skater's back!



Be sure to save Created Skaters to the Memory Card. This way, he/she will be ready to embark on his or her own Career next time the game is played.

ITEM LOCATIONS—CREATE-A-SKATER

S-K-A-T-E: Same as Campbell, Lasek, Muska, and Steamer

S K A T E

Stat Points: Same as Glifberg, Mullen, and Steamer

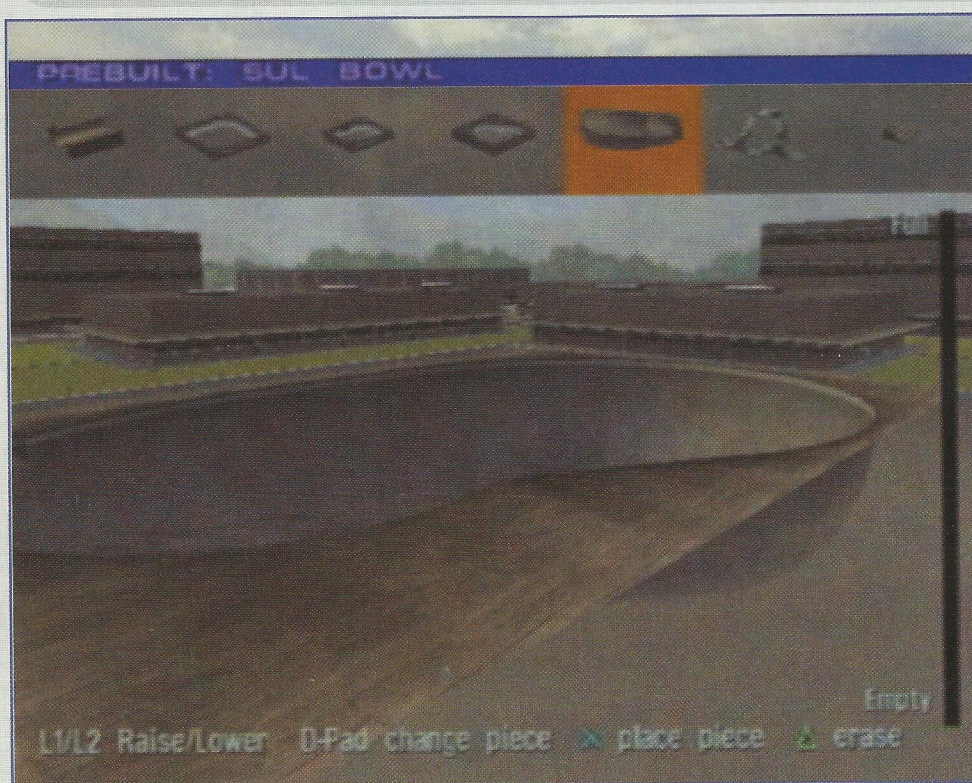
New Deck: Same as Campbell, Lasek, Muska, and Thomas

PARK EDITOR

Even when every movie, course, and secret skater has been unlocked, and it seems like the game has been played to an end, there's still the Park Editor to keep everyone coming back for more! Like the Create-A-Skater mode, the Park Editor has received some incredible enhancements since *Tony Hawk's Pro Skater 2*. And rather than discuss the controls, which are listed in the User's Manual, this section of the guide provides a brief overview to the newest elements of this wonderful feature.

One of the best new additions to Park Editor is the collection of pre-built ramps and pools. First-time designers should definitely take advantage of these ready-made structures. The following is a list of all items under the Pre-built heading: Half Pipe, Rectangular Pool, Bowl, Clover Bowl, SUL Bowl (similar to the one at Skater Island), Loop, and a Stair Set.

In the past, designers had to think in advance about the layout of the park and place risers wherever there was to be an elevated ramp or rail. No longer! Now, the ground can be raised or lowered simply by pressing the L1 and L2 Buttons, respectively. Although it still factors into the amount of memory being consumed (watch the green bar on the right side of the screen), the ground can be altered beneath ramps and rails without the need to take them down.

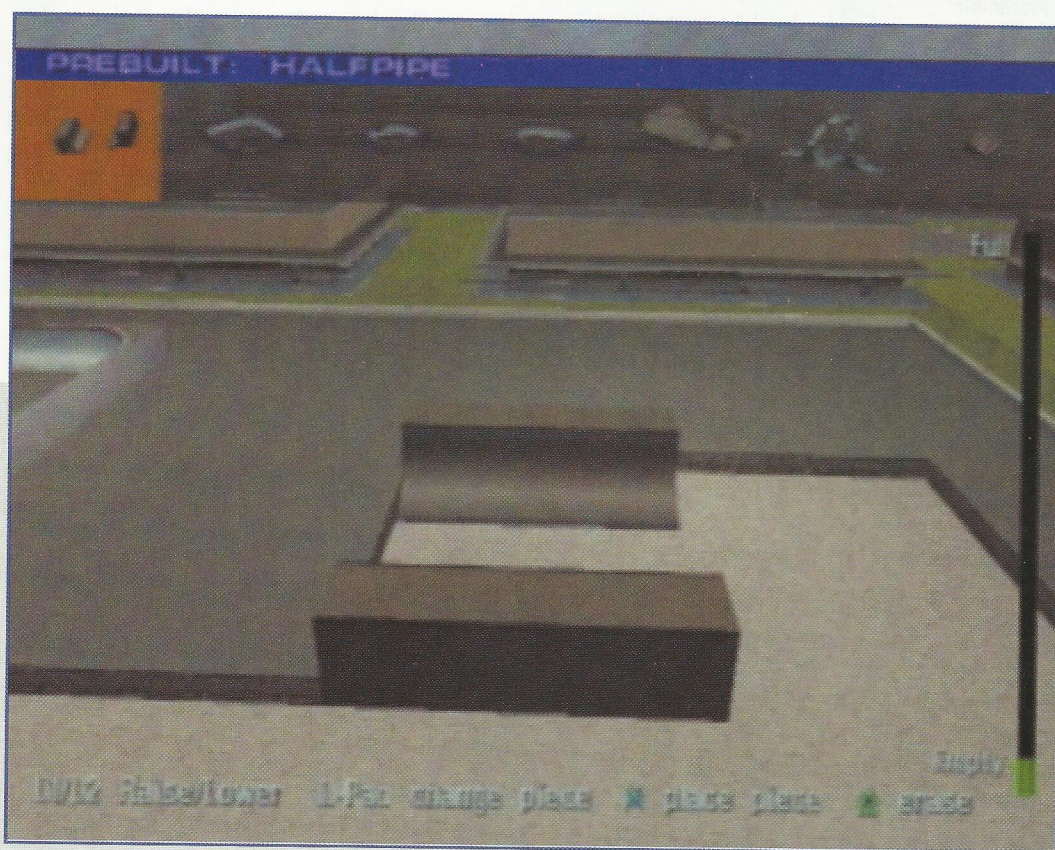




The shape of the object currently selected governs how big an area of ground is raised or lowered.

Other new additions include Lava, Water, Pungee Pits, Walls, Diving Decks, and even a Diving Platform. All of these terrain and the hundred or so other pieces can be used to create any skatepark imaginable.

One of the challenges for newbie skatepark designers is understanding the nomenclature used in naming the slopes and quarter pipes with rails. Keep in mind that the descriptors of the terrain appear in order with the terrain group's name. For example, under the Slopes with Rails grouping are numerous pieces with names such as "High Long Medium Rail". This means that the Slope is both high and long and that the rail is of a medium height off the slope.



Another thing to keep in mind is when and how to combine rails with quarter pipes. The pieces in the QPs with Rails group have the rails mounted above the edge of the ramp. Although these make for great Lip Tricks, having rails directly over a vert ramp can cause unwanted bails. Consider placing a standalone quarter pipe and then adding a center-positioned rail on top of it to keep skaters from getting tangled in it during an aerial.

SECRETS

MOVIES

Win 3 Medals of any variety to unlock Pro Bails. This happens for the first pro only.

Win 3 Gold Medals to unlock that Pro's Highlight movie.

Win 3 Gold Medals with a Create-A-Skater to unlock the Pro Bails 2 movie.

Win 3 Gold Medals with a Secret Character to unlock a "Secret Movie."

SECRET CHARACTERS

Complete Career Mode with all 54 Goals Completed and 3 Gold medals to unlock the following characters.

MYSTERIOUS CHARACTER 1

Complete Career Mode 1 time with all 54 Goals and 3 Gold Medals.

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

????? Grab

???? Blade

???? Roll

ITEM LOCATIONS

S-K-A-T-E: Same as Hawk, Glifberg, Margera, Reynolds, and Thomas

Force Points: Same as Caballero, Lasek, and Reynolds

New Deck: Same as Campbell, Lasek, Muska, and Thomas

S K A T E



SECRETS

COMIC BOOK SUPER HERO...BUB

Complete Career Mode 2 times with all 54 Goals and 3 Gold Medals.

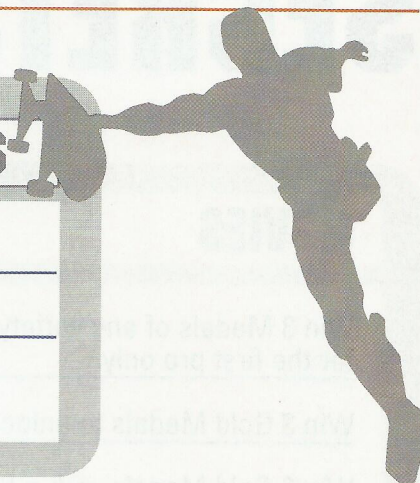
STARTING STATS	
AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Claw Punch

The Claw Drag

The Berzerker



ITEM LOCATIONS

S-K-A-T-E: Same as Campbell, Lasek, Muska, and Steamer

S K A T E

Mutation Points: Same as Hawk, Koston, Muska, and Thomas

New Deck: Same as Caballero, Koston, Mullen, and Rowley



OFFICER DICK

Complete Career Mode 4 times with all 54 Goals and 3 Gold Medals.

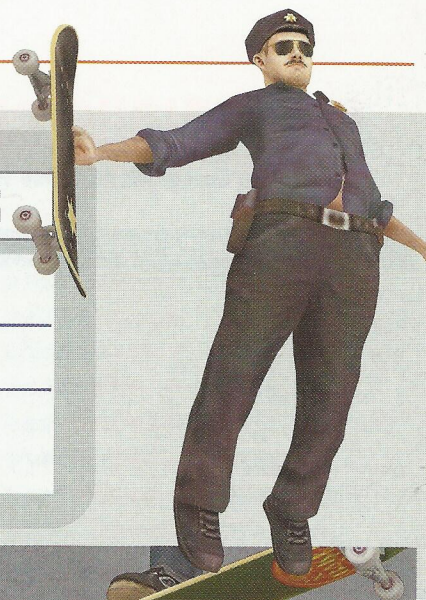
STARTING STATS	
AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Sobriety Grind

Lazy Ass Manual

Assume the Position II



ITEM LOCATIONS

S-K-A-T-E: Same as Hawk, Glifberg, Margera, Reynolds, and Thomas

S K A T E

Donut Points: Same as Campbell, Margera, and Rowley

New Deck: Same as Campbell, Lasek, Muska, and Thomas



PRIVATE CARRERA

Complete Career Mode 5 times with all 54 Goals and 3 Gold Medals.

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

Handspring Layout

Ho Ho Sad Plant

Ahhh Yeahhh!



ITEM LOCATIONS

S-K-A-T-E: Same as Caballero, Koston, Mullen, and Rowley

S K A T E

Demerit Points: Same as Caballero, Lasek, and Reynolds



New Deck: Same as Campbell, Lasek, Muska, and Thomas



OLLIE THE MAGIC BUM

Complete Career Mode 7 times with all 54 Goals and 3 Gold Medals.

STARTING STATS

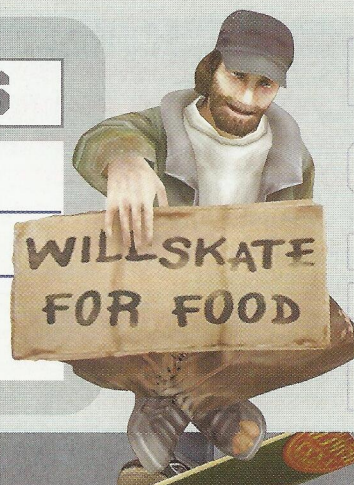
AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

S.U.I. Grind

ZZZZ Manual

Panhandling



ITEM LOCATIONS

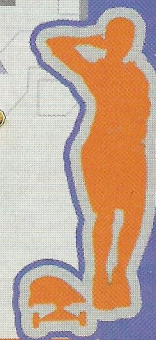
S-K-A-T-E: Same as Campbell, Lasek, Muska, and Steamer

S K A T E

Puke Points: Same as Glifberg, Mullen, and Steamer



New Deck: Same as Caballero, Koston, Mullen, and Rowley



KELLY SLATER

Complete Career Mode 8 times with all 54 Goals and 3 Gold Medals.

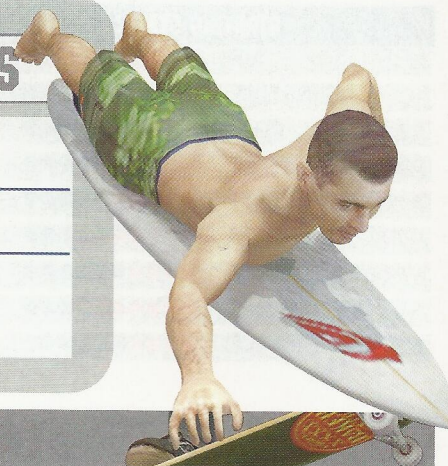
STARTING STATS	
AIR:	●●●●●●●●●●
HANGTIME:	●●●●●●●●●●
OLLIE:	●●●●●●●●●●
SPEED:	●●●●●●●●●●
SPIN:	●●●●●●●●●●
SWITCH:	●●●●●●●●●●
RAIL BALANCE:	●●●●●●●●●●
LIP BALANCE:	●●●●●●●●●●
MANUAL BALANCE:	●●●●●●●●●●

SIGNATURE TRICKS

Duck Dive Shark Attack

Rodeo Clown

Paddle Out Grind



ITEM LOCATIONS

S-K-A-T-E: Same as Caballero, Koston, Mullen, and Rowley

S K A T E

Break Points: Same as Campbell, Margera, and Rowley

New Deck: Same as Hawk, Glifberg, Margera, Reynolds, and Steamer

DEMONESS

Complete Career Mode 10 times with all 54 Goals and 3 Gold Medals.

STARTING STATS	
AIR:	●●●●●●●●●●
HANGTIME:	●●●●●●●●●●
OLLIE:	●●●●●●●●●●
SPEED:	●●●●●●●●●●
SPIN:	●●●●●●●●●●
SWITCH:	●●●●●●●●●●
RAIL BALANCE:	●●●●●●●●●●
LIP BALANCE:	●●●●●●●●●●
MANUAL BALANCE:	●●●●●●●●●●

SIGNATURE TRICKS

AC Air

The Summoner

Visiting Home



ITEM LOCATIONS

S-K-A-T-E: Same as Caballero, Koston, Mullen, and Rowley

S K A T E

Possession Points: Same as Glifberg, Mullen, Steamer

New Deck: Same as Hawk, Glifberg, Margera, Reynolds, and Steamer

MYSTERIOUS CHARACTER 2

Complete Career Mode 21 times with all 54 Goals and 3 Gold Medals.

STARTING STATS

AIR:	●●●●●●●●
HANGTIME:	●●●●●●●●
OLLIE:	●●●●●●●●
SPEED:	●●●●●●●●
SPIN:	●●●●●●●●
SWITCH:	●●●●●●●●
RAIL BALANCE:	●●●●●●●●
LIP BALANCE:	●●●●●●●●
MANUAL BALANCE:	●●●●●●●●

SIGNATURE TRICKS

None

ITEM LOCATIONS

S-K-A-T-E: Same as Campbell, Lasek, Muska, and Steamer



Possession Points: Same as Hawk, Koston, Muska, and Thomas



New Deck: Same as Hawk, Glifberg, Margera, Reynolds, and Steamer



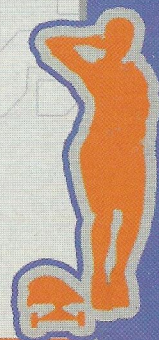
SECRET COURSES

Complete Career Mode with all 54 Goals completed and 3 Gold Medals the requisite number of times to unlock the following courses from the original *Tony Hawk's Pro Skater*.

Complete Career Mode 3 times with all 54 Goals and 3 Gold Medals to unlock the Warehouse.

Complete Career Mode 6 times with all 54 Goals and 3 Gold Medals to unlock Burnside.

Complete Career Mode 9 times with all 54 Goals and 3 Gold Medals to unlock Roswell.



CHEATS



Cheat Mode becomes active once Career Mode is completed 11 times. Use the Pause Menu to access the Cheat Screen.

Complete Career Mode with all 54 Goals completed and 3 Gold Medals the requisite number of times to unlock the following Cheats.

CHEAT NAME	TIMES THROUGH CAREER MODE
SNOWBOARD MODE	11 TIMES
ALWAYS SPECIAL MODE	12 TIMES
PERFECT RAIL BALANCE MODE	13 TIMES
SUPER STATS MODE	14 TIMES
GIANT MODE	15 TIMES
SLOWMO MODE	16 TIMES
PERFECT MANUAL BALANCE MODE	17 TIMES
TINY MODE	18 TIMES
MOON PHYSICS MODE	19 TIMES
EXPERT MODE	20 TIMES
FIRST PERSON MODE	22 TIMES



HIDDEN CHARACTER TRICK LISTS

As each hidden character is opened, his or her moves become available.

GRIND

???? ROLL	VARIES
SOBRIETY GRIND	VARIES
PADDLE GRIND	VARIES
S.U.I GRIND	VARIES

Tricks listed in **ORANGE** can be held for additional points.

AIR

????? GRAB	1300/1560
CLAW PUNCH	3000/3600
THE BERZERKER	2500/3000
ASSUME THE POSITION II	1500/1800
HANDSPRING LAYOUT	3000/3600
PANHANDLING	2000/2400
RODEOCLOWN	1500/1800
AC AIR	666/799

LIP

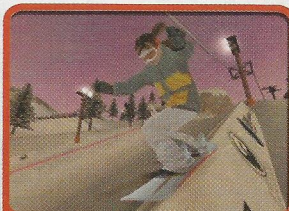
HO HO SAD PLANT	VARIES
THE SUMMONER	VARIES

MANUAL

???? BLADE	VARIES
THE CLAW DRAG	VARIES
LAZY ASS MANUAL	VARIES
AHHH YEAHHHH!	VARIES
ZZZZ MANUAL	VARIES
CAN YA SPARE A DIME?	VARIES
DUCK DIVE SHARK ATTACK	VARIES
VISITING HOME	VARIES

THINK YOU CAN RIDE LIKE ME?

**SHAUN PALMER'S
PRO SNOWBOARDER**



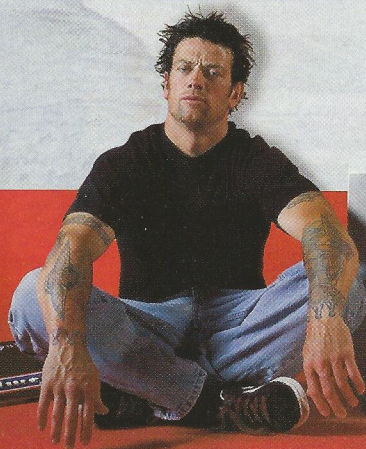
Trick off anything in 8 real world destinations.



Force your opponent off the screen in the all new PUSH mode.



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Session with me and some of the best pro riders including Tara Dakides, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class locales. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Still think you can ride like me? Well step up or step off.

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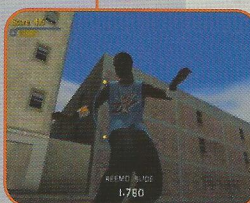
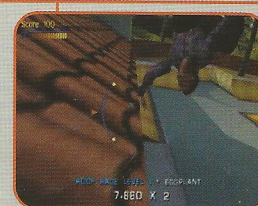
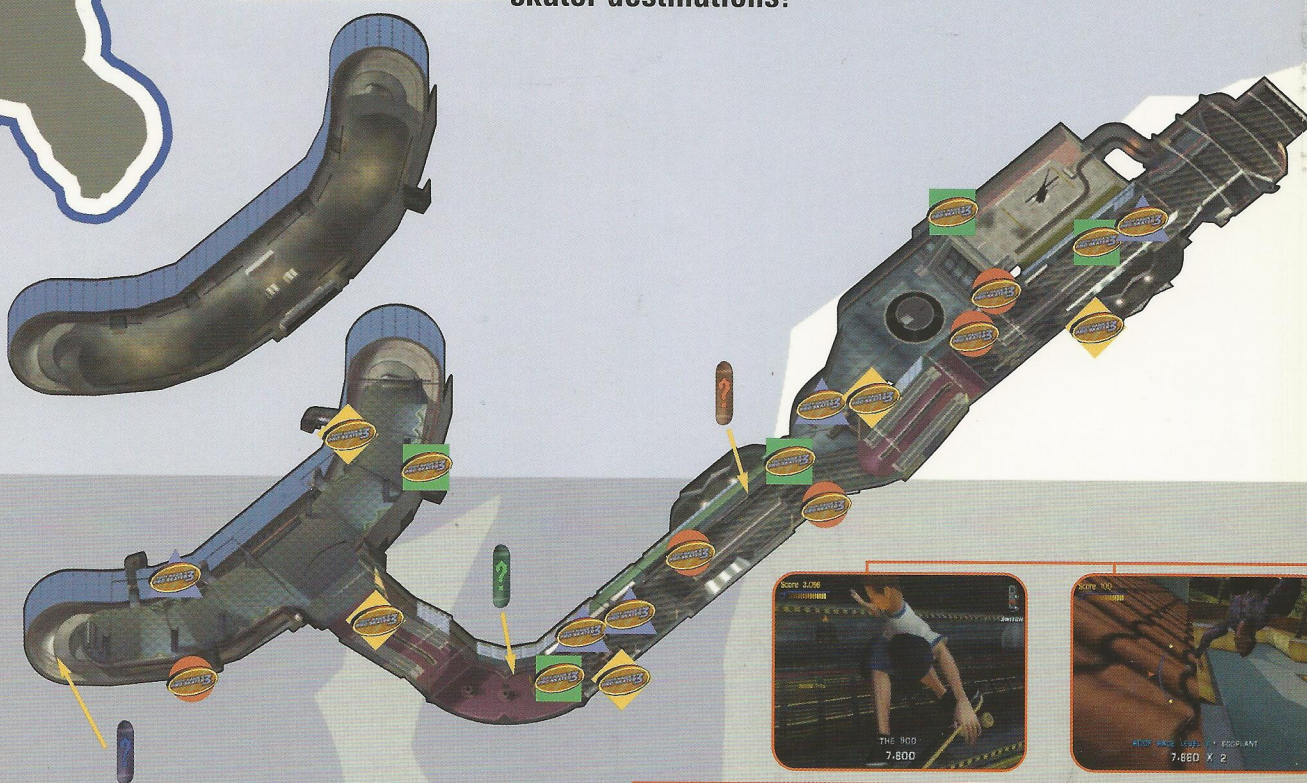
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TONY HAWK'S PRO SKATER 3

OFFICIAL STRATEGY GUIDE

- In-depth Game Basics covers everything console skaters need to know: game modes, complete trick lists, including the new abilities introduced in *Tony Hawk's Pro Skater™ 3*, and how to max out scoring runs.
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- Game secrets include hidden characters and secret skater destinations!



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